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# PlayStation & CONTRIBUTION OFFICIAL MAGAZINE-UK



EXTREME-G 3/ROBOT WARS/LE MANS 24 HOUR HERDY GERDY/EVIL TWIN/PRISONER OF WAR/RUNE

and the 20+ NEW GAMES for 2001





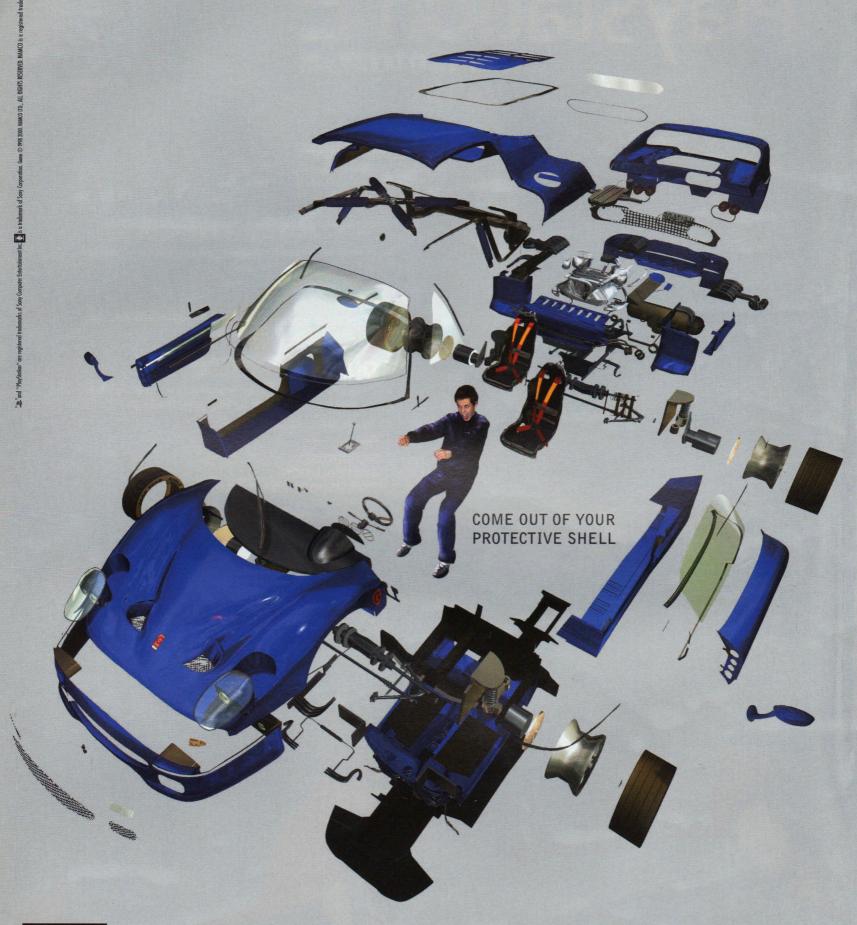


THE ONLY GAME WITH MURRAY WALKER. Rather like the great man himself, the attention to detail goes on and on. All the official 2001 season Formula 1 tracks, drivers and cars as well as Murray Walker and Martin Brundle providing expert commentary. It's also available for PlayStation and remember if it gets too much, there's always the mute button.











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#### ON THE DISC

ON THIS MONTH'S NEW LOOK DVD-ROM, WE'VE PLAYABLE DEMOS AND FOOTAGE OF THE PS2'S BEST...



#### PLAYABLE DEMO 1/

Get to grips with this sumptuously deep demo of Konami's excellent mech-combat game.

#### PLAYABLE DEMO 2/ DEAD OR ALIVE 2

Tag team or one on one, our *DOA2* demo gives you frenetic martial arts action with the best looking fighters around.



PLUS/VIDEO PREVIEWS OF:

Metal Gear Solid 2: Sons Of Liberty, Gran Turismo 3: A-spec, Extermination, Silpheed, NBA Hoopz, G-Surfers, Star Wars: Starfighter, Voyage Of Emotion and Final Fantasy: The Spirits Within

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The founder of PS2 games powerhouse Core Design spills the secrets of his unique relationship with Ms Lara Croft.

#### .066 EVEN BETTER THAN THE REAL THING

Is this real life? No, it's just fantasy. Final Fantasy the movie, in fact, boasting the most impressive CG animation ever seen.

#### 070 UNDER THE BONNET

As the release date for *Gran Turismo 3: A-spec* draws ever closer, read an exclusive Q&A with creator Kazanori Yamauchi.

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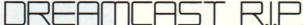
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This month, Oni.

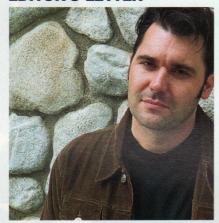


THE WORLD'S BIGGEST GAME DEVELOPER CHARGES ONTO PS2 - FULL DETAILS PAGE 86



## PlayStation® 2

#### **EDITOR'S LETTER**



## Write to reply

You may see lame jokes, you may see overly-obscure references and you may even see the oddtypo given I'm writing this the day before deadline, but what you won't see is a rundown of what's in this issue. Too many mag intros are wasted repeating exactly what you've (hopefully) read via a zillion coverlines plus our lovely contents and disc pages. It's repetitive, it's redundant, it's a complete waste of...

Sod it. This issue is damned fine and I'm going to use possibly too much space telling you why – and not because we're smug but because it answers some of the queries raised in your replies to Issue #02's Reader's Survey. In order then.

(a) We've gone to DVD-ROM. Technical gremlins meant we couldn't use this format from *OPS2* #01 but it's finally here, saucy case and all (as requested). This move means the playable demos you've all raved about will be getting more regular as the months go on – fans of *Red Faction*, *Star Wars: Starflighter, Gran Turismo 3: A-spec* and, yes, *Metal Gear Solid 2* should keep an eye out for the same thrills *ZOE* fans are experiencing now. DVD-ROM also means far better quality for our video footage plus a lot more of it, as this issue attests. Oh, and that's playable DVD-ROM, not watchable DVD-Video so play it in your PS2, not in a stand alone DVD player.

(b) A few of you reckon that despite the likes of SSX, TimeSplitters, Tekken Tag, Summoner et al, the PS2 doesn't have any good games. Take a look at this issue's reviews section (page 95) for some real treats including cover star Star Wars: Starfighter, ZOE, Quake III and the destined-to-be-a-hit Sky Odyssey. Convinced now?

(c) The future. While PS2 remains very much a games console at heart, *OPS2* has always looked ahead to a future of online gaming, Hard Disk Drive downloads, new game interfaces and stupid Bemani controllers. Our Spy section has been full of it since day one (and the Reader Survey says you lot out there like it) and this issue is no different with Sony's deal with mobile phone giant Vodafone. Add that to our feature on e-distribution (page 76) for a hint of what's to come before Christmas.

(d) A message to the fella who said, "Your magazine is the greatest thing since Enimem" – we love you.

(e) Keeping with Spy, yer man Sefton is now bugging developers hourly to satiate your cries for even more exclusive game news. A quick flick to Spy will exclusively reveal such new heroes as *Herdy Gerdy*, *Evil Twin*, *Run Like Hell*, *Rune* and – and this is a weird one – *Manic Miner*. Add to that our Sega feature (page 86) and you'll see it's not just *GT3* and *Metal Solid 2* that are whetting our proverbials.

(f) Well, there's no (f) except to say that hopefully we're giving you what you want. Let us know what you think via Postal or just drop us a mail at PS2@futurenet.co.uk. You never know, you could just change the way this magazine looks...

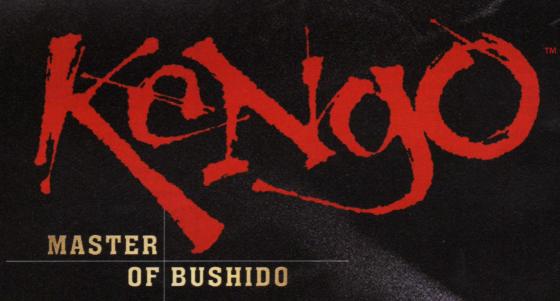
Especially if you say, "Your magazine is the greatest thing since Enimem."

Mh

MIKE GOLDSMITH Senior Editor



## THE PATH TO VICTORY LIES WITHIN.



Kengo looks like it is going to satisfy peo

- Official PlayStation 2 Magazine



Released March 2001





## PlayStation 2

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is month's lies and tall tales about the OPS2 faithful

#### #06

#### BEN KIRCHNER

When he's not creating works of art to fill our pages Ben can be found holidaying in Tunisia where he takes time out to hunt camels. Apparently they taste like beef. He also has a thing against the wailing giraffe Celine Dion. "Whilst on holiday a pool-side sound system played her on permanent loop because the hotel staff assured me that 'it is what people like." It obviously wasn't because his girlfriend danced round the pool singing Eminem's Kim in protest and was escorted from the complex. In shame he sold her for five camels and now spends his days eating piles of tender 'beef.



Game Of The Moment: "I recently took my N64 round my girlfriend's house and she's got into Mario 64 so I'm playing it by default." SPLITTER!

I'm holding my breath for: "A lawsuit from AOL." We won't go into why but we bet it's got something to do with that woman and a tub of (Snip! – Ed).

#### **RICK MOULTON**

Ricky, often seen reviewing Game Boy games occasionally dips his toe in the waters of the PS2 for the hell of it but before joining the world of games, he liked nothing better than hanging around courtrooms pretending to be a grown up. He'd take pictures of pigeons and passers-by with his Kodak but it all went wrong one day when he found himself inside the courts sat by murderer Harold Shipman. "It's odd that I now write about games, but when you've seen things like that everything else just pales in comparison. I now write about Pokémon just to keep me sane." Harry meanwhile is in a padded cell.

**Game Of The Moment:** "TimeSplitters. It's the closest thing you can get to a next-gen, 128 bit *GoldenEye*. Without wearing a tux."

**I'm holding my breath for:** "Metal Gear Solid 2. Those promises of the interactive movie will hopefully be fulfilled. At the expense of making mullets fashionable again."

#### JOÃO DINIZ SANCHES

Billy Goat Gruff João likes to think he's a gaming intellectual by grooming his fine Satanic beard between his fingers and knowingly nodding at everything everyone says. When he's not being very clever João can be found working for Edge magazine. To fit in on such a clever magazine he had to give himself a double barrelled name. He was previously known as Shirley Tootleberry, His claim to fame is that he is a bad guy in *Perfect Dark*. "My face was scanned," says Japanophile João, "I'm a bad guy." "My friend showed me a game he'd set up with eight men running around in a dress." Okay, that's enough now.



**Game Of The Moment:** "A collection of 58 SNES (NTSC versions) games I managed to obtain from eBay earlier on this year." Of course, João.

**I'm holding my breath for:** "A time when publishers stop exploiting licences, encourage ideas, improve the quality of the titles and treat the public in a more respectful manner."



#### **NIKI EARP**

The baby on the team, Niki was born in 1998 and fed steroids by her father in order to speed her growth. She now resembles a 22-year-old and has a voice like Barry White. She occasionally helps out with the colouring in but prefers to spend her days playing on the swings. Niki collects spiders, decorating her computer with them, but because they keep wondering off she has been forced to superglue their tiny legs down. Evil girl. Her after-dinner factoid is that she's related to Wyatt Earp. Of course this is a complete fallacy because she was bred in a tank with her 15 identical siblings.

**Game Of The Moment:** "Winning 'Nottingham Forest Law' body parts from Moyler." If you're a long-time reader, you'll understand it's an easy game.

 $l\!\!'l\!\!'m$  holding my breath for: "A Lotus Elise." Keep holding it then – and in that hood, we fear she might suffocate soon. Medic!



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## PlayStation®2

## »DNTHEDVD

### playable demos

Other magazines let you watch games, OPS2 lets you play them...



We know you're reluctant to, but it's time to take last month's priceless, playable GT3: A-spec taster out of your PS2's belly and check out the spangly goods on offer with this month's excellent demo disc. Your eyes do not deceive you, from here on in, OPS2's monthly demo deluge is coming to you on glorious DVD-ROM. And at no extra cost to your good selves. To celebrate this happy news we're letting you loose on Konami's ass-kicking. mech actioner Zone Of The Enders. And if that's not enough how about a spot of frenzied fist flying with our equally playable Dead Or Alive 2 demo. Then be prepared to have your socks blown clean off by videos of Metal Gear Solid 2, Star Wars: Starfighter and G-Surfers to name but three of the stonking preview videos on display. Oh, and we've a positively stunning trailer for the upcoming Final Fantasy: The Spirits Within movie. There's more of course but you're simply going to have to pop the disc in to find out. Go to it! See you next month



Catherine Channon Senior Disc Editor

PS To use this disc insert it into your PS2. Then scroll between games and rolling demos with the ↓ and ↑ keys. To choose within a section use ← and →. Press ⊗ to start your choice up. Please note, you may have to reset the PS2 after some demos.





I PLAYABLE DEMO ONE

## ZOE

Publisher: Konami/Game type: Mech shoot-'em-up/Demo type: Playable/Out: Now/Players: 1

#### THE GAME

ZOE [Zone Of The Enders] is a remarkable game. Overseen by Metal Gear Solid 2 Uber-architect Hideo Kojima and developed by the kind of heavyweight talent that rarely congregates around a single project, ZOE takes Japan's love affair with huge fighting robots and gives the rest of us a mainline to the obsession. This is total airborne warfare with mechs firing salvos of missiles, cauterizing the air with energy blades and even throwing unfortunate opponents through nearby buildings. Transformers this ain't. Storming it is most definitely is.

#### THE DEMO

Select ZOE from the menu screen and you'll be treated to a riproaring credits sequence. Skip this if you want by pressing at any time. Either way, at the title screen, press and you'll open the game menu. From here select 'New Game', followed by your difficulty setting and language (with D-pad and 

). After a lush intro movie you will be at the controls of your Jehuty orbital frame with an enemy

mech bearing down. Defeat this (see Controls) and ADA the control computer will give you the option to take a ten part tutorial. Select the highlighted stage with 

and leave it by pressing ....... Each tutorial has an explanation and a try out element. Once you're done fly out of the warehouse and get stuck into the enemy mechs.

The demo sets you two meaty tasks. First off, clear your current area of enemy units using all the weapons and evasive techniques you've picked up in the training sessions. This includes a skirmish with arch baddass Viola. Don't forget to collect the items dotted around the arena. They will enhance your Jehuty's capabilities. Secondly, progress to Leo's battle ravaged home district and take on the pant soiling monstrosity that is the squid-like Tempest mech. No mean feat. If you are defeated at any stage, you are not required to reset the demo. Merely select continue (with 

) and start again. Destroy Tempest and victory is yours. Now try it on a hard setting. This is a truly staggering way to usher in the age of the OPS2 DVD-ROM demo disc. Enjoy.





- THE MAIN CONTROLS **D-pad Move fighter**

- Punch
   Free (evade attack) (E), (E) Free+Punch+Kick combo (Tag Battle only)





#### THE CONTROLS

Left analogue stick: Mech Movement Right analogue stick: Targeting

- **(A):** Vertical movement up**(S):** Vertical movement down (Hold to
- stay on ground)

  ③: Grab and strike. When close to enemy (target proximity cursors are orange) press and hold (a) to grab them. Combining (b) and Left analogue lets you spin enemy around whereupon releasing 
  will throw them off balance
- will throw them off balance

  ©: Shot/Slash. Shot activated when
  target proximity cursors are green.
  Slash activated when target
  proximity cursors are orange

  13: Lock on/switch target

  13: Cancel targeting (Useful since the
- mech computer will lock you into 360 degree sphere around closest target unless you override system.]

  (a) Left analogue (away from target):
- Escape (Hold): Energy Shield. NB You cannot dash or attack when shield is up

  Dash/Burst
- (B): Dash/Burst
  (B) + Left analogue stick: Dash
  (B) + Left analogue stick (Away from enemy) + (⊕): Dash Shot
  (B) + Left analogue stick (Towards enemy) + (⊕): Dash Slash
  (B) with other keys. Eg (B) + (♠) (⊗) = up/down somersault: Burst
  (B) + (♠): Rurst Shot (When target

- 12 + (1): Burst Shot (When target
- proximity cursors are green)

  120 + (a): Burst Slice (When target
  proximity cursors are orange)
- Pause (During battle)
- \*Other functions as prompted







#### I PLAYABLE DEMO TWO

## OR ALIVE 2

Publisher: SCEE/Game type: Beat-'em-up/Demo type: Playable/Out: Now/Players: 1 (Full game 1-4)

#### THE GAME

Tekken Tag Tournament may have won the purist crown but for a vast number of punters DOA2 is the dog's dojo when it comes to blistering beat-'em-up action. This is all about insane speed and totally OTT moves and it won't punish you if you're new to polygonal pounding. What's more DOA2 takes the usually passive beat-'em-up arena and turns it on its head, letting you throw fighters out of windows, against live machinery and even through an icy crevasse in your pursuit of a KO. Whether you fight alone, or as part of a tag team DOA2 is a supreme, bone-crunching pantomime. With depth.

Select DOA2 from the demo disc title screen and then press when the game has booted up. Of DOA2's numerous modes you can select either Story or Tag Team to play in this demo. Choose Story by pressing  $\otimes$  and you will be taken to the character selection screen. You may pick one of four fighters - Tina Armstrong, Leifang, Zack and Jann Lee by using the D-pad and ⊗. Each has two different costumes to choose from and you select this by using the D-pad before pressing  $\otimes$  to confirm your selection. You then get to fight three full rounds, 99 seconds apiece, each against a different opponent. Suffer a defeat in any round and you'll have to reset to begin again. Beat all three fighters and you'll be declared the winner.

Choose Tag Team and you'll be invited to take on the PS2 in a spot of two-on-two martial arts tomfoolery. Pick any two fighters from the selection above. The Tag Team demo tournament pits you against four fighters over two rounds. Win both and command respect. Lose either round and it's time to reset and begin again.



#### SIGNATURE MOVES

There are many fight combos you can string together with the basic controls, but to get you started, here are the featured fighters'

Fighting Style: T'ai Chi Quan Signature Moves Anshu: ←, ←, @ Hikyaku: ↑, ⊚ Yoho: →, →, @, @

TAG TEAM COMBOS

Kagura (with Jann Lee) →, ⓐ+⊕, ⊗ Kaei (with others in demo): →, →, ⓐ + ⊕, ⊗

ZACK
Fighting Style: Thai Style Boxing
Signature Moves
Vertical Axe: (A) + (O)
Mobius Rush: (A), (A), (A)
Wild Throw: (B) + (A)

**TAG TEAM COMBO** Funky Elbow (with all in demo):  $\rightarrow$ ,  $\rightarrow$ ,  $\otimes$  +  $\otimes$ ,  $\otimes$ 

#### TINA ARMSTRONG

Fighting Style: Professional Wrestling Signature Moves 

#### **TAG TEAM COMBO**

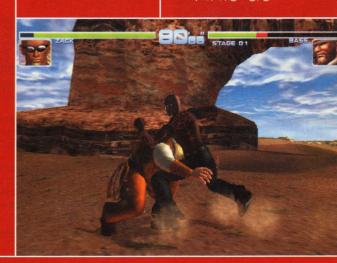
Flying Cyclone (with Zack):  $\rightarrow$ ,  $\rightarrow$ , a + a, b. Arm Whip (with others in demo):  $\rightarrow$ ,  $\rightarrow$ , a + a, a

#### JANN LEE

Fighting Style: Jeet Kune Do Signature Moves Jab High Kick: ②, ③ Dragon Elbow: ③ + ⑤ Shoulder Throw: ←, ③ + ④

#### TAG TEAM COMBOS

Double Dragon (with Lei Fang): →, →, ⊗ + @, ⊗ Deep the Dragon (with others in demo): →, →, @ + @, ⊗





#### »ONTHE DVI more demos

#### Talk Lo us!

»Comments and queries about this cover disc should go to me, Cat, at PS2@futurenet.co.uk. Sorry, I can't answer your questions over the phone.

olf you have further problems with your disc pop the troublesome thing in an envelope and send it to the following address. We'll test it and, if faulty, send you a new CD. We're at Official PlayStation 2 Magazine, Disc Returns, Customer Services, Future Publishing, Carey Court, Bancombe Road Industrial Estate, Somerton, Somerset TA11 6TB \*Remember, though, this disc will only work on a PS2

### video buevieme

You've read the previews now take a look at the games in action...



Publisher: Activision/Game type: Shoot-'em-up/Demo type: Video preview/Out: Now/Players: 1-2

EPISODE ONE MAY have bitten the big one compared to the three other Star Wars films, but it did give the galaxy the gorgeously nippy, canary-hued Naboo N-1 Fighter. Now you can fly this and two other unique craft on blast-scored missions across the Star Wars universe on your very own PS2. Our preview demos gives you a glimpse of this beautifully realised game. It's enough to get your midichlorians spiking.

\*To find out more turn to page 96 for the full review

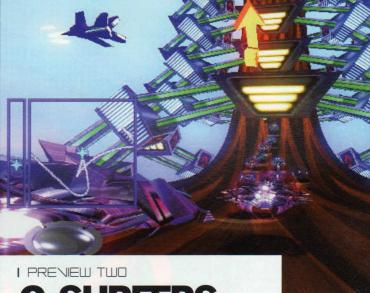


Publisher: Swing/Game type: Scrolling shoot-'em-up/Demo type: Video preview/Out: Now/Players: 1

SILPHEED IS A 21ST Century overhaul of the kind of scrolling arcade shoot-'em-up that had players twitching merrily throughout the Eighties with bruised thumbs and bleary eyes.

If you've played a space shooter in the last 15 years you'll know what to expect from the classic gameplay. Dodge, shoot, surge, scream. What you may not expect are the visuals and gut rippling explosions unleashed every which way as the action unfolds.

\*Silpheed: The Lost Planet was reviewed in issue #03



Publisher: TBC/Game type: Future racer/

Demo type: Video preview/Out: Autumn/Players: 1-4

G-SURFERS TAKES THE track-skimming adrenaline rush of future racers like WipEout and the old-school favourite F-Zero and gives it a huge playground. How huge? Try the entire surface of mother Earth. Rendered in real-time from US military satellite data, every mountain, valley, nook and cranny of the planet will be fair game for 4,000mph showdowns against 15 unforgiving opponents. The races begin this autumn, but for now check out this tasty preview demo of

\*See our feature on G-Surfers in issue #05

what's coming round the mountain when it comes.







I PREVIEW FOUR

#### A HOOP

Publisher: Midway/Game type: Basketball sim/Demo type: Video preview/Out: Now/Players: 1-6

THERE'S A LANKY guy four feet in the air with a large flaming ball gripped in his ham sized hand, and his heels are on fire. Assuming performance art hasn't made it to PS2 then what you're looking at is a top notch demo of Midway's latest rule-bending, in-yer-face basketball title. NBA Hoopz strips the game down to a totally user friendly three-onthree hoop blitz replete with mentalist gameplay, a wealth of modes and the kind of eye candy, arcade addictiveness that you've come to expect from the makers of NBA Jam.

\*Our review of NBA Hoopz starts on page 112

#### extra

Time for something a little bit special...



Plans for a Final Fantasy movie were announced three years ago. Take a look at this trailer and you won't be left in any doubt what the makers have been up to since then. Watch it once and you may wonder about the wisdom of mixing live action with CGI. Now look again. Those actors aren't real. Over 200 digital artists have been at work on The Spirits Within and it shows. What's more, fears of the finished film being an expensive display of effects with no soul can be left in the multiplex queue. With a score by Hollywood big hitter Elliot Goldenthal, script work by Al Reinhert (Apollo 13) and the vocal talents of big names like Steve Buscemi and James Woods, Square Films is aiming for quality on every level. For the full lowdown on this CGI masterpiece see our feature on page 66.



history in the making

I SPECIAL PREVIEW

## **GRAN TURISMO** 3: A-SPEC

Publisher: SCEE

If you devoured issue #05's demo disc you'll already have experienced GT3's gorgeously rendered Laguna Seca Raceway and Trial Mountain from the driving seat. You won't have seen this though. Here for your viewing pleasure is brand-new footage including the rain streaked glory that is the new Tokyo track. And you thought the dappled sunlight on the roof of your Pagani Zonda C12 looked good. Wack up the volume, turn down the lights and enjoy.

# METAL GEAR SOLID 2: SONS OF LIBERTY Publisher: Konami If you haven't seen any footage of MGS2 you may be wondering why people keep going on about it like so many palm raising stealth'em-up evangelists. Time is ripe then to take a look at this special preview, gawp, pop eyes back in and watch again till every second is burnt into your grey thinking walnut for posterity. This is gaming

### plus



#### I SPECIA!L PREVIEW

#### **EXTERMINATION**

Publisher SCFF

John Carpenter's *The Thing* meets *Resident Evil* in this upcoming game that could well be the world's first panic horror title. Set in an isolated Arctic base *Extermination* has you playing cat and mouse with the kind of corridor-creeping genetic mutations that give public funding for science a bad name. The developer aims to keep players in a near constant state of panic but for now you can let terror take a back seat and watch this lovingly spliced preview.

#### I INTERVIEW

#### STAR WARS: STARFIGHTER DEVELOPERS

Publisher: Activision

You've seen the rolling demo of the game. You've read our exhaustive review on page 96. But who is behind this stonking excuse for bombing around a galaxy far, far away. And how did they do it? Let the Game Director, Lead Programmer, Lead Level Designer and Producer tell you themselves in crisp, clear DVD-O-Vision.

#### I VISUAL POEM

#### **VOYAGE OF EMOTION:** ANGER

Publisher: SCEE

In issue #04 we showed you a specially edited smorgasboard of game images from emotively charged PS2 titles designed to stir the soul. It was called Wonder'. This is the second in Sony's series of visual poems celebrating the power of the PS2 and it dwells on the crankier end of the emotional spectrum. Cue percussive soundscape and choice moments of gaming aggression to get your adrenaline going.

#### Game Credits

**ZOE** ©Konami / **Dead Or Alive 2** ©Tecmo Inc **Silpheed** ©Treasure/GameArts

Gran Turismo 3: A-spec ©Polyphony Digital Inc Metal Gear Solid 2: Sons Of Liberty ©Konami Star Wars: Starfighter ©LucasArts Entertainment

Final Fantasy: The Spirits Within ©FFFP/Square Pictures Inc/Columbia TriStar

Extermination ©Whoopee Camp Co Ltd

NBA Hoopz ©Midway Home Entertainment Inc

G-Surfers ©Blade Interactive





Winner of the StarLetter each issue gets an exclusive Official PS2 Magazine T-shirt. Sadly, anyone else printed gets nowt – except, of course, the rare honour that is seeing their name in print in this fine tome. Although we are still working on mugs. Send those lovely letters to: The Editor, Postal, Official PlayStation 2 Magazine, Future Publishing. 30 Monmouth Street, Bath BA1 2BW. Or email PS2@futurenet.co.uk. Get writing now!



#### **COLLISION COURSE**

I am worried. After playing last month's *Gran Turismo 3*: A-spec demo on your cover disc I have come to the conclusion that the game has got serious problems. The lack of damage modelling is a disgrace. All because the car manufacturers don't want to see their cars smashed up. When you watch a GT race on TV, the very same cars have all sorts of parts flying and hanging off. Are we going to ban the broadcasting of GT racing because of that?

Crashes are what make racing so exciting. Who is going to buy *GT3* just to smash the cars up anyway? Why don't the car manufacturers just grow up! There is no logic in it. Surely the better the game, the more copies are sold, the more publicity the car manufacturers get. Just think how much more exciting it would be to try and not damage your car in order not to have high repair costs at the end of the race. Without damage you can use your opponents to slow yourself down when going round corners.

The Al is non existent, cars seem to be Superglued to their racing lines, they don't react to you in any way and you can't even nudge them off the track. If you spin in front them instead of trying to avoid you, they just slam into you at 90mph and carry on.

I also have concerns about the graphics. The 'jaggies' are ugly and there is a constant flickering in the distance which is off-putting. There is not enough detail around the courses, it doesn't feel like a race day. It's just six cars racing around a deserted race course. *GT3* could be so much better. I hope the final version will be better, but I doubt it. I bought a PS2 especially for *GT3* and to play DVDs. Now I am considering selling it to buy a proper DVD player instead.

Sebastian Herring, via email

First, we'll address the issue of the game not living quite up to your graphical expectations. Jaggies? Flickering? Not enough detail? A tad harsh wethinks, but there'll be a couple of reasons behind any graphical hitches – the demo was made last year and the game isn't finished. At the time of writing, GT3: A-spec is still in development and won't be finished until just before its release this June. On the opening screen of the disc and on page 10 of the magazine is a disclaimer that reads: "The GT3 team wishes you to understand that the code which is included on this demo disc is work in progress, and far from the final version. The full game will feature extensive graphical and gameplay enhancements not currently represented in the code." In short, this is NOT how the finished game will look. So why did we put it on? Because we just wanted to share with you a superb game and show readers how GT3 is starting to shape up.

As for the collision damage, debates have been raging on this since the very first game adorned PSone. We do know what you mean, Sebastian, but just imagine the frustration Yamauchi-san feels. To smash or even scratch the cars in GT3 would take a lot of forms being signed by a lot of manufacturers. They're simply not his cars (and copyrights) to do with what he likes. One manufacturer doesn't agree to sign? Then there's no point doing it for any of them. It's frustrating for you, him, us and everyone but until every manufacturer signs on the crumpled line, it simply won't happen.

Another point to consider though is that Gran Turismo is and always will be a driving sim. The whole idea is to drive to victory, not shunt. Yes, you can use your opponents as breaks but it's not really in the spirit of the game. If that is what you want (or can't help doing), you'd be better off playing Destruction Derby on PSone.

But it's real collision damage you crave, Sebastain – and hopefully that's exactly what you'll (eventually) get. Have a read of the interview with Kazunori Yamauchi on page 70, and you will see that he's trying to persuade manufacturers to let his development team smash up their precious supercars for future GT games. Other driving games have a minimal range of cars that crumple in exactly the same way no matter how you crash. When Yamauchi finally impliments the feature for GT, it'll be on a host of Japanese vehicles and look asrealistic as that sun beaming through the trees in Trial Mountain. We hope you agree that it'll be worth the wait.

#### PANDORA'S XBOX

Firstly I'd like to congratulate you on another brilliant edition of the magazine, but a much more serious matter is on my mind at the moment. I've recently splashed out £300 on my brand-spankingnew PlayStation 2 and whilst playing away doubts have starting creeping into my head like, "What if Metal Gear Solid 2 or Gran Turismo 3: A-spec are both flops leaving the PS2 in the shadows like the Dreamcast?.

I've also recently visited the Xbox Web site and it looks very swish. The actual specification comparisons of the PS2, Xbox and GameCube are on there and even though I'm no megabyte genius I can see that Microsoft's machine seems to be much more powerful than the PS2 and GameCube so once again, will that nerd Bill Gates conquer the console industry like he has the PC world.

I know that PS2 has much better games but is Microsoft just biding its time until it invades and takes over the market? I hope that all that techno babble on its Web site is just Microsoft trying to confuse us normal untechnically minded people or is the Xbox really that superior? I hope that my £300 wasn't wasted on something that is just a stand-in for the real thing. It's not just a fad like *Pokémon*, you can't keep chopping and changing between who's the best when there's so much money involved. I think its time that we got some real answers.

Patrick Blackman, Middlesex

Valid points raised there, Patrick, but as . we said last issue, don't worry. It's not the tech specs or casing design that makes a console great – It's the games. Xbox might have a nice Web site but then so does my local curry house. Look what happened to the Dreamcast and you'll see what we mean – no huge catalogue of games equals dead console. And next time you put the words 'MGS2' and 'flop' in the same sentence we'll be round your house with an extremely big stick.

#### WORTH EVERY PENNY

I have recently bought a PS2 and it was every thing I expected it to be and more. However I have noticed the numerous complaints by people about the cost of the console. Indeed £300 is a lot to pay but just take a moment to realise what excellence you have just received. You have been provided with a state of the art 128 bit games console with many great games such as TimeSplitters and Tekken

Tag along with many others to come. A DVD player that is not to be sniffed at. The Hard Disk Drive add-on hopefully to be released later this year introducing the world of broadband networking. Not forgetting the USB ports ready for numerous accessories. Correct me if I'm wrong but is that not worth £300?

David Cossey, Norwich

All stand for David Cossey for truly he is on the money. PS2 units fly off the shelves faster than they arrive, games such as TimeSplitters, Quake III, ZOE, Tekken Tag et al arrive, announcements are made about online gaming and yet still people moan! Hell, it's everyone's right to do so but take a look at this issue and tell me you're not excited about PS2. Dare you.

#### JUST LIKE BUSES

This is not. I suspect, the first message you have received on this subject but I really wanted to see if there are any facts to help those waiting for new games. First question. Why does it appear that support for PlayStation 2 is sorely lacking at the moment? I ask this because the catalogue of games is a lot weaker than we were lead to expect at PS2's release six months ago. I for one am still waiting for games touted for launch that seem no nearer to being released. In some cases we have already passed revised release dates, Armored Core 2 for example and just recently Oni failing to arrive. Also where is Unreal Tournament, a game that has received extensive reviews and not just a little hype?

I am truly glad I got my PS2, I just wish that there were some games that I could play that weren't purchased in November. Not everyone wants to play Moto GP. Please can we see games reviewed that stand a chance of imminent release? I would just like some good news because my friendly neighbourhood games dealers don't have a clue.

Adam Gorringe, Bristol

Um, see above, but you've a good point re game slippage. Many of the games due for release when PS2 first arrived on our shores have been delayed but as explained in last issue's Spy, there's for a very good reason for this – they're not ready. You must understand that developers don't go around putting bets on who can annoy the most punters. A question waits to be asked: – would you rather have an influx of half-baked games in order to satisfy demand or wait a bit

longer for some truly outstanding titles?

They are coming, Adam. Some get delayed after we review them, some even surprise the press with sudden unannounced appearances like Quake III Revolution, but they are coming. You'll be seeing higher scores and better games in the coming months and that's a promise. Just take a look at the likes of ZOE, Star Wars: Starfighter and Quake III that we've reviewed this issue. You wait all month for a good game then four come along at once. All these are games we highly recommend and all will be out by the end of April. Job done.

#### HARD FACTS

I have read on many Web sites and in many magazines that programmers are really having a hard to time with PlayStations 2's lack of texture RAM. It has only 4Mb and in this day of 32 and 64Mb graphics cards for the PC, seems a bit pathetic really! I know it's not just texture RAM that makes a machine, but surely they could have doubled it to just 8Mb without too much of a cost burden?

So will Sony utilise the launch of the Hard Disk Drive as an opportunity to upgrade the texture RAM of the PS2?" **Graham Potter**, Hull

Some programmers are having are hard time, Graham, and some aren't. I think the likes of Bullfrog, KCET, Free Radical fall into the latter group while whoever made Sky Surfer is currently queueing up to moan. There's a point to be made here.

Yes, the Hard Disk Drive will expand the PS2's capabilities in every conceivable direction and you can expect it help out on the looks of certain games. We'll bring you the full lowdown on the Hard Disk Drive when the announcement for the UK is made this May.

#### SERGEANT TRASH

I am a huge fan of BBC's television show *Robot Wars* and have seen a *Robot Wars* game for Game Boy, so I was wondering/hoping that there would be a game of the series released on PS2.

Matt Chappell, via email

The Beeb is developing a Robot Wars game as we go to press, Matt. Expect it to arrive sometime next year, though hopefully with more robots and less Scousers. And as a Liverpool fan, that's hard to type. For more information on Auntie's proposed robot building title, turn to page 48 in Spy.

#### FREE GIFT ANYONE?

I have bought every issue of the Official PlayStation 2 Magazine and I was considering subscribing to it but you don't seem to do any free gifts like almost every other games magazine does. I'm not suggesting you do anything too fancy but maybe a PSone game or free stand for games would go down well. This would really mean a lot to me.

James Mundy, via email

Um, we do give away a free gift in the shape of 10% off our cover price but you may have a point, James. From next month we'll offer the choice of a knackered copy of Army Men: Somebody Stop Them, some old copies of Amiga Format, a plastic games rack that wobbles a bit or a third-party memory card that loses your game saves when there's an 'R' in the month. James, we're on it like Flynn. Evervone else?

#### TAG - WE'RE IT!

I was just thinking how good it would be if OPS2 set up a national Tekken Tag Tournament. You could set it up so that two friends or family members could make up a tag team and play against another tag team via a PS2 Multi-Tap in a knockout competition. I'm sure 90% of PS2 owners would turn up for the event and if you had a small entry fee you could even make a small fortune yourselves.

You'd have no problem finding sponsors – Namco might even be interested. Just have a great prize for the winners. I'm sure it would be a huge success, it could even become a yearly tradition!

Tom Kitchen, via email

A fine idea, young Kitchen, and we dig your attention to detail (or more importantly, our cobwebby wallets). The

#### **POSTAL: EXTRA**

Byte-sized chunks from the digital postbag

First out of the gate is young Alex Hern. Alex is very troubled. "I'm surprised at how little care most stores show towards age ratings..." What a wise head on young shoulders. But there's more. "...I'm 11 and I've bought Austin Powers 2 and GTA on my own without any fuss." No question, the shopkeeper was wrong, but how about a little self-censorship Alex? Praise comes from Paul Thomlinson, "It's nice to see articles written by people who know how to use a spell-checker." We aym to pleese, we rilly do. Sorry. Nathan Clark on the other hand may be taking email brevity a little too far. "Yesterday I said it was and and . I meant and and and Gal." Glad that's all cleared up. Then there's Dave Cherry, who's new to the area. "I am from a planet far, far away

called YNOS." Right. "If it wasn't for the PS2 our people and planet would have died." Nurse? James Sparrow? You're up next. "If developers can see that their game doesn't live up to what is expected of the PS2, then why the hell do they release it?" Good question. If only there was a checklist for games makers we'd never have to shorten our lives with the likes of Sky Surfer again. But then there are games like GT3: A-spec. Talking of which we suspect Neil Jenney liked our exclusive playable GT3 demo last month. "Oh my God, it really is that good. Now I understand what they mean by an Emotion Engine. It doesn't just look and sound amazing, it feels amazing. Sorry, got to go play again..." We know just how you feel, Neil. In fact, time for a quick spin...

sad news is that Namco already run an annual Tekken competition – it's been reported on previously in our sister mag, OPM. That said, it's still got legs. Anyone up for the inaugral OPS2 How Quickly Can You Smash A Copy Of Dragon's Lair Championship? Suit yerself...

#### **BASICALLY SPEAKING**

I don't think everybody is using Yabasic (PlayStation BASIC) to its full potential. We should be thanking Sony for including this piece of software, after all it may bring us lower priced games.

I have been trying to make some simple games but to no avail, no thanks to the built in manual so I plead with you to make a section of your mag dedicated to Yabasic that might include such things as tips on how to get started on using it and maybe some game programs that we can input ourselves to play.

Maybe you could show off your

programming skills by putting simple games onto your cover discs that we could up load onto our PlayStation 2s. I'm sure most of your regular readers feel the same way.

Mark Goddard, Ceredigion

10 REQUEST "Sefton, can you write us a Speccy-style column and Moyler, can you knock up the design? Make it look really old school"

20 WAIT For Sefton and Moyler to stir 30 WAIT For Sefton and Moyler to stir 40 REPLY "Not a problem, Mike. We've been meaning to do it anyway" 50 TYPE Funny reply to letter 60 RETYPE Funnier reply to letter 70 GOTO Pub □

To be eligible for the StarLetter Prize, remember to include your full name and address. *OPS2* reserves the right to edit letters for clarity and style.



Want to get your hands on the issues people are discussing in Postal? Come raid our warehouse for issues you've missed. All issues feature playable demo discs



WO: Preview of Metal Gear Solid Pplus WRC 2001, mech games, Project Eden report and more. Disc features playable Tekken Tag



THREE: Exclusive report on Grand Theft Auto 3 plus Moto GP, F1 2001, Bemani and more. Disc has Dyngsty Warriors 2 and NHL 2001

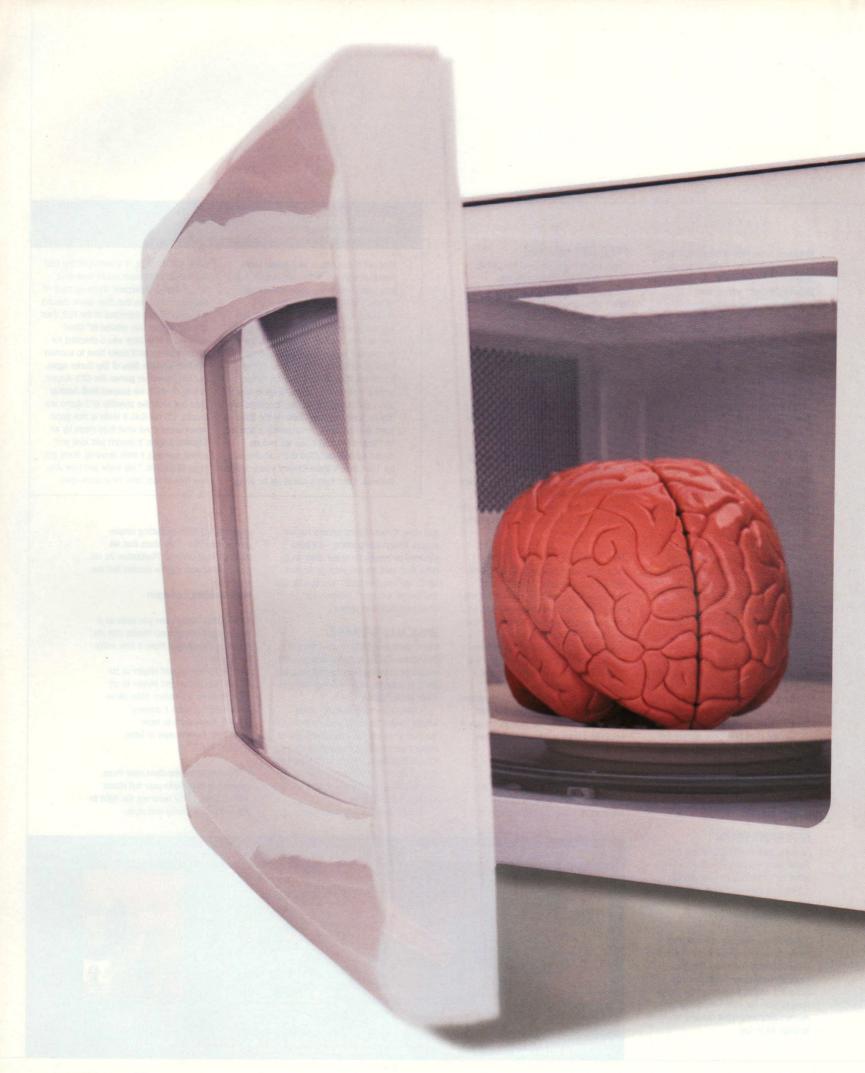


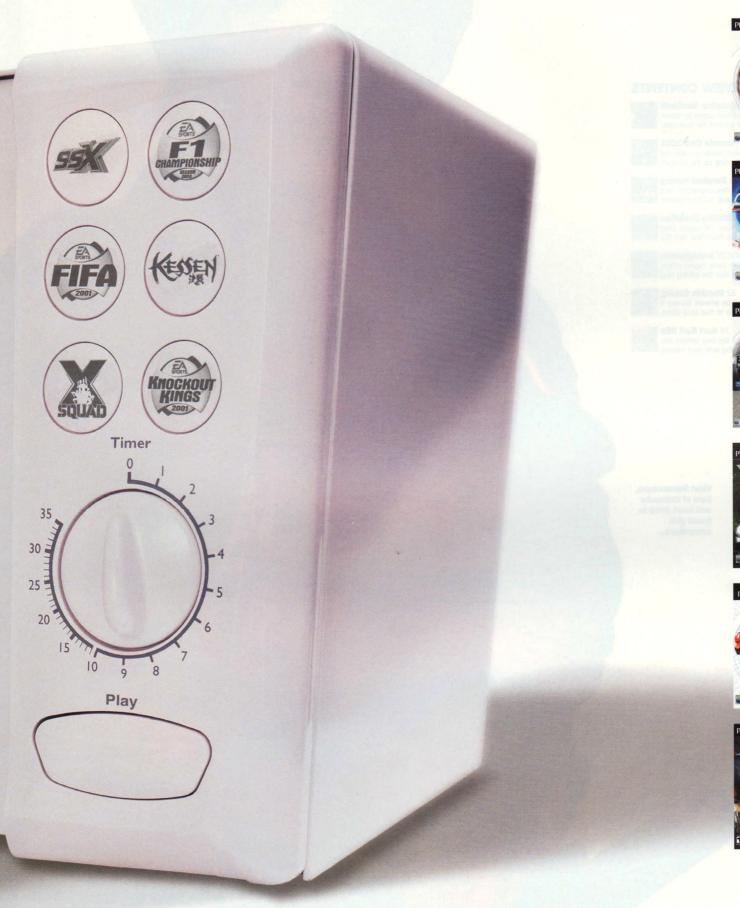
FOUR: Exclusive UK review of Unreal Tournament plus Silent Hi 2, Mikami on Resi 4, Tomb Raider movie and Moto GP on the disc



FOUR: Exclusive look at The Getaway, reviews of Oni and Knockout Kings 2001, plus a playable demo of GT3: A-spec.

To order back issues of OPS2, write to Official PlayStation 2 Back Issues, Future Publishing, Cary Court, Somerton, Somerset, TA11 6TB or call 01458 271184. Back issues are priced £5.99 (IJK), £6.99 (Europe) and £7.99 (Rest of the World). Supplies limited.























## PREVIEW

## 

The blood flows thick and fast in this stylish slasher that has already captured the imagination of Japanese gamers. Will it do the same when it reaches our hallowed shores?

Publisher: Capcom Eurosoft Developer: Capcom Players: 1 Release: June riginally, Onimusha: Warlords was planned as a PSone release. That was until a PS2 dev-kit landed on Capcom's mat and the game underwent something of a transition. The result is an award-winning survival horrorstyle action adventure set in ancient Japan, with the heroes brandishing huge swords as opposed to

with the heroes brandishing huge swords as opposed to firearms. The game has just been released in Japan to a rare-as-sushi-teeth Platinum Award from *Famitsu* and import buyers will have warmed to it thanks to the option of being able to turn the text heavy content into English. Whether you've already savoured this game or are awaiting its European release, the first thing you notice about *Onimusha* is how well the slash-and-run formula, pioneered by games such as *Rastan Saga*, lends itself to a glammed-up *Resident Evil* engine.

Having enjoyed the luxury of playing it in quite some depth this month, we were pleasantly surprised at what a lavish spectacle *Onimusha* really is. As armour-plated swordsman, Samanosuke, you must traverse a war-torn land in a bid to rescue the princess daughter of Lord Yoshitatsu Saito from the clutches of his deadly rival, Lord Nobunaga Oda. Oda, history tells us, was one of the most powerful lords of 16th Century Japan when this game is set, but artistic licence has been used to provide him with a supernatural army of demons with which to carry out his tyrannical reign. Artistic licence indeed.

#### FIGHTING THE INNER DEMON

Oda-san's demonic footmen take on many forms, from skeletal warriors to tentacle-armed fly-type creatures, each attacking with an unnerving and relentless passion for their leader's cause. Thankfully, Samanosuke, with a fine arsenal of magical weapons of his own, seems perfectly well-equipped to deal with them. Not only will the repeated bashing of one button unleash his flerce sword-slashing combo, but early on he comes into possession of a sacred gauntlet and when the demons are







moning the power of thunder, this sword unleashes a it combo followed by a lightning bolt.



anosuke will summon a miniature inferno which will engulf the intended target in a torrent of flames.



Wind Spear This razor-edged staff will stir-up a mighty tornado that will rip through anything even remotely nearby.

//tt is undoubtedly the look of Onimusha that has already helped it achieve massive sales in its native Japan//

→ suitably hacked to death, their souls will float up into the night sky and can be sucked-up by the said amulet. These souls have many purposes - some replenish your health bar, others boost your magic - and collecting them soon becomes second nature, although whilst you are stood absorbing them, you are defenceless against attacks by any creatures you missed.

The weapons Samanosuke wields in the game are mainly of the sword variety, but additional weapons such as bows and primitive rifles can be acquired later on. By defeating bosses, the hero is awarded a new sword and an orb. Then, by collecting the souls of dead creatures, you can opt to enhanced the strength of your sword, or power-up the orb so that it can be used to open doors. It beats herbs any day of the week.

#### DRILLER KILLER

Massaging the flexed muscles of the PS2, Onimusha features plenty of additional attacks and finishing moves that only come into effect depending on how Samanosuke is positioned in relation to the enemy. With his back turned he will spin around and carve an angry-looking wound onto his adversary's chest, and standing over a floored demon will result in him drilling his blade into their stomach and then using his foot on their torso as leverage to yank it back out again. The adventure commences with the kind of computer-generated intro sequence that makes the forthcoming Final Fantasy film look so compelling. Vast armies go to war and stylish camera angles make you feel as though you're right in the thick of the action, getting splattered with blood and physically feeling the need to dodge the hall of clashing metal blades that come raining down over your head.

It is undoubtedly the look of Onimusha that has already helped it achieve massive sales in its native Japan, not least the excellent light-sourcing effects when Samanosuke is locked in combat with the undead adversaries. By utilising the block button (effective against the lesser enemies but pretty much







When a demon is killed, their soul will float up into the air, allowing you to suck it into your handy amulet and become stronger.





Amongst the many enemies you face is a doppleganger of yourself, with the same attributes, weapons and skills.





useless against the bigger ones) sparks really fly and even the subtle use of buzzing fireflies to cast a bit of light on a dim area does wonders to build the eerie atmosphere.

If the survival horror genre was in danger of getting stagnant on PSone with games such as *Dino Crisis* 2 focusing on action to make up for the lack of puzzles, *Onimusha* has some truly flendish brain-teasers. One such puzzle features a tiled floor that can only be conquered with the aid of Samanosuke's female sidekick, Kaede. When a tile is stepped upon, that character will become trapped by spikes, it is therefore the task of the next character to hit another tile and free them, thus gradually working their way across the room to safety. There are many sub-tasks that aren't vital to the plot, but pursuing them will result in a far better ending if you manage to conquer this mythical masterpiece.

Some of the pitfalls of the survival horror genre inevitably haunt *Onimusha: Warlords* at this stage, such as obstructive camera angles and the idiot school of 'what's that flashing thing on the ground?' item collecting. But with a solid plot, plenty of gut-wrenching action and a challenge factor that even Anneka would've balked at, it looks like the PlayStation 2 has got itself a new hero.  $\square$ 

#### ON TARGET? ONIMUSHA

Sold 850,000+ coples in Japan already. If this is anything to go by it should do just as well in the UK when it is released.



GRAPHICS
Let down only by some restrictive camera angles.



A 200-piece orchestra provides the atmosphere.



GORE

Makes Hannibal look like an episode of Ready Steady Cook.



After Resident Evil, the pool for new shock factors seems a bit dry for this game...



#### THE DEVIL RDES BACK

Onimusha: Warlords is not set to hit UK shelves for a few months yet, but we're already excited about the prospect of a sequel.

in a recent interview with OFS2, the Producer of Onlimband Warlords, Keiji Inafune spoke of the importance of making a profit in order to fund development of a sequel. However, it seems that Onlimusha 2 is already a certainty as skilled players can unlock a special preview movie by completing this game under certain conditions – such as number of enemies killed, or time taken to finish the game.



The teaser trailer for *Onimusha 2* only lasts for about 20 seconds, but this fella is enough to get you intrigued...





SCEE's first PS2 foray into the turbo-charged world of Formula One is under construction in Liverpool – so don't be surprised that the cars are still being tinkered with.

Publisher: SCEE Developer: SCEE Studio Liverpool Players: 1-2 Release: 27 April s they say, the devil is in the detail. And if that's the case, perhaps SCEE should consider bundling an exorcist with each copy of Formula One 2001 because, to be blunt, the sheer amount of minutiae Sony's Liverpudlian team has crammed into the latest PS2 F1 title is spooky. The trees that line the track at Melbourne are beautifully recreated and throw beams of light over the cars as they roar around the Australian circuit.

Similarly, the windows of the huge pagoda building that dominates the Indianapolis skyline glint as you pass by, while the sun plays tricks on the polished tiles that grace the edge of the US track's pit lane. Anal? Maybe. But surely this level of detail is what PS2 is all about? That and games that push back the boundaries of what we expect from them – and while Formula One 2001 may initially seem to be just another racing game going through the motions, its multi-tiered gameplay indicates this is a title to be keenly anticipated.

With EA's F1 Championship Season 2000 showing poor handling and duff Al, all bets are now on the Sony game to claim the PS2 Formula One title. In terms of pedigree, it is comparable to the real thing's currently untouchable Ferrari team. SCEE's Studio Liverpool (nee Psygnosis) has nigh-on six years of F1 experience under its belt, courtesy of the critically acclaimed and best-selling Formula One titles for PSone. The benefits that this history brings to the PS2 game are manifold, but highlighting any particular aspect of the game is unfair as every element works beautifully in conjunction with others.

#### ALL SYSTEMS ARE A GO-ER

The fundamental building block for the game, however, is its finely-tuned control system. After so many F1 titles where the cars feel lightweight and appear to have no traction, the higher sense of gravity and the fight to take corners in *Formula One 2001* creates a very fresh feeling game. Over 30 different

## WHO ORIVES HEATA

Your at a glance guide to those teams and drivers.

The drivers featured in the courrent version of F1 2001 are not correct as teams are still unannounced upon as OPS2 goes to press. Here's the 1999/2000 season's runners and riders — we'll bring you the new lot in next issue's review!

#### MCLAREN MERCEDES

MIKKA HAKKINEN Nationality: Finnish DOB: 28/09/68 F1 Debut: 1991

#### **BENETTON PLAYLIFE**

GIANCARLO FISICHELI Nationality: Italian DOB: 14/01/73 F1 Debut: 1996

#### **JORDAN HONDA**

HEINZ-HAROLD FRENTZE Nationality: German DOB: 18/05/67 F1 Debut: 1994

#### SAUBER PATRONAS

PEDRO DINIZ Nationality: Brazilian DOB: 22/05/70 F1 Debut: 1995

#### MINARDI FONDMETAL

MARC GENE Nationality: Spanish DOB: 29/03/74 F1 Debut: 1995



DAVID COULTHARD Nationality: Scottish DOB: 27/03/71

ALEXANDER WUI Nationality: Austri DOB: 15/02/ JARNO TRULLI Nationality: Italian DOB: 13/07/74 MII Nationality DOB: 3 GASTON MAZZACANE Nationality: Argentinean DOB: 8/05/75





Try not to drive straight into crash barriers because you'll end up in a right pickle. Well, either that or you die.

parameters determine how each car handles, with the Merseyside studio ensuring that the differences between, say, an Arrows or Benetton car are small but notable with some benefiting from faster acceleration and others slightly heavier and thus more resilient to cornering. Of course, with the developer's addiction to realism, each also boasts sampled engine noises recorded by hand while the car's bodywork will be adorned with the 2001 season's sponsors and liveries.

In terms of gameplay, Formula One 2001 appears something of a let down at first. While its many subtle nuances genuinely work to the game's good, it is something of a slow burner. As with all Formula One titles, practise makes perfect and initial races will be played with every available driving assistant switched on – the game's equivalent of training wheels. As such, a discreet racing line will be ingrained on the tarmac, while you stick to automatic gears and switch off the sensitive control elements that would otherwise send you spinning off the course at every corner. It is only as confidence grows that the extent of the hard work comes to the fore and Formula One 2001 clicks as a full motor racing simulation.

With all the driver aids switched off, the game demonstrates the skill and precision of the real thing without patronising the player with simplistic controls. Everything from gear changes to slowing for corners suddenly becomes a challenge, yet the satisfaction gained from beating the CPU-controlled racers is incredible – especially since they make it so hard. In keeping with the tactical astuteness of the likes of Coulthard and Frentzen, Formula One 2001's full roster of licensed drivers react to situations as they would in a real race. Al factors based on the latest team data determines the confidence of each driver, with some more likely to risk an overtaking manoeuvre than others. This added intelligence is also reflected in the way the cars move in relation to each other, with no sign of bunching on corners that often renders the Formula One genre so comical.



#### **WILLIAMS BMW**

RALF SCHUMACHER Nationality: German DOB: 30/06/75

#### **BAR HONDA**

JACQUES VILLENEUV Nationality: Canadian DOB: 9/04/71 F1 Debut: 1996

#### **ARROWS SUPERTEC**

JOS VERSTAPPEN Nationality: Dutch DOB: 4/03/72' F1 Debut: 1994

#### JAGUAR COSWORTH

Pationality: Irish DOB: 10/11/65 F1 Debut: 1993

#### **PROST PEUGEOT**

JEAN ALESSI Nationality: Frenc DOB: 11/06/64 F1 Debut: 1989

#### EEDDADI

MICHAEL SCHUMACHER Nationality: German DOB: 3/01/69 F1 Debut: 1991



RICHARDO ZONTA Nationality: Brazilian DOB: 23/03/76 PEDRO DE LA ROSA Nationality: Spanish DOB: 24/01/71 Nationality: British DOB: 27/06/75

NICK HEIDFIELD Nationality: German DOB: 10/03/78

Nationality: Brazilian DOB: 23/05/72 F1 Debut: 1993







You've got to be good and you've got to persist if you're going for the lead but you need a degree of caution too.







Follow the racing line to get up into pole position. Or at least that's the theory, you could just floor it if you like.



#### **SEASON 2001: RACE DATES**

The SCEE game mirrors the real event, even down to dates and race data.

COUNTRY/CITY	DATE	CIRCUIT LENGTH	LAPS	TOTAL DISTANCE	LOCAL TIME	GMT
Australia: Melbourne	4 March	5.303km	58	307.574km	14:00	03:00
Malaysia: Sepang	18 March	5.543km	56	310.408km	15:00	07:00
Brazil: Interlagos	1 April	4.309km	71	305.909km	14:00	17:00
San Marino: Imola	15 April	4.929km	62	305.609km	14:00	12:00
Spain: Barcelona	29 April	4.730km	65	307.323km	14:00	12:00
Austria: A-1 Ring	13 May	4.326km	71	307.146km	14:00	12:00
Monaco: Monte Carlo	27 May	3.370km	78	262.860km	14:00	12:00
Canada: Montreal	10 June	4.421km	69	305.049km	13:00	17:00
Europe: Nurburgring	24 June	4.556km	67	305.235km	14:00	12:00
France: Magny Cours	1 July	4.251km	72	305.886km	14:00	12:00
Great Britain: Silverstone	15 July	5.141km	60	308.356km	13:00	13:00
Germany: Hockenheim	29 July	6.825km	45	307.125km	14:00	12:00
Hungary: Hungagoring	19 August	3.975km	77	306.075km	14:00	12:00
Belgium: Spa	2 September	6.968km	44	306.592km	14:00	12:00
Italy: Monza	16 September	5.793km	53	306.764 km	14:00	12:00
USA: Indianapolis	30 September	4.192km	73	306.016km	13:00	18:00
Japan: Suzuka	14 October	5.864km	53	310.596 km	14:30	05:30
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The final piece of the jigsaw is then provided by the bells and whistles that tie the game together so beautifully. The 17 courses feature perfect recreations of Barcelona, Hungagoring and Suzuka, with every chicane and pit stop exquisitely detailed down to the exact coloured gravel lining the track. Other smaller details also become apparent, with grass and sand sticking to the cars' tyres, subtle dents appearing in the bodywork after collisions that also affect the handling and crowds that roar in their appreciation. Formula One stalwart Murray Walker is on hand, but his comments are more restrained than the caricature-style rantings of previous PSone tites. Formula One 2001 opts for a summation of the race and its leaders, which is in keeping to the game's leanings towards to TV-style presentation - including replay cameras positioned exactly where ITV have theirs.

At last it seems that F1 fans will have a game that lives up to the high-speed promise and excitement of the real thing. SCEE's game looks almost certain to top the winners podium come April thanks to the symbiosis between its gradually upgraded gameplay and fine aesthetics. If the devil is indeed in the detail, maybe its time for F1 fans to sell their souls...

#### ON TARGET? FORMULA ONE 2001

It'll make you work if you want to get the most out of it, but the level of detail gives F1 2001 a head start over the chasing pack.



PRESENTATION

In-game and replay cameras offer a stunning view.



**OPTIONS** 

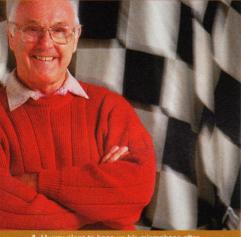
Changes to vehicles have a noticeable effect on handling.



HORSE POWER

Incredibly fast, but it's still just that bit too easy to slide out.

#### 60 60 60



- 1. Murray plans to hang up his microphone after this year's F1 season. First on his list of jobs to do is an autobiography for Hodder Stoughton.

- His gaffes are legendary, although Walker cites s own particular favourite as, "The car in front is isolutely unique, except for the one behind, which



When you start, snake down the straight to help warm up your tyres - it will help you stay on the track.



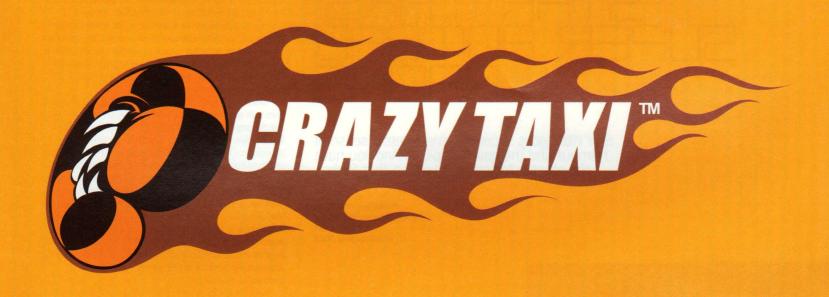
As a beginner you will often find yourself in a similar predicament. Needless to say you won't win doing this.



This red exclamation mark indicates that you're doing something wrong. Duh.



Corporate sponsorship gets everywhere. So, where do you bank?



## Available on PlayStation 2 April - 27th





## SUPER BOMBAD RACING

Star Wars goes superdeformed, gets a sense of humour and the galaxy rejoices. And you have the chance to seriously wound That Binks...

Publisher: Activision Developer: Lucas Learning Players: 1-4 Release: May 2001 ctivision's PR chap arrived first thing one morning and fawned, "You're the first ones to play this." He switched on our PS2 and slid in his one and only copy of Super Bombad Racing. We began playing. Time started slipping by and minutes, if you leave them long enough, soon turn to hours...

"Can I have the disc back now?" he asked the following day, stubble protruding from his weary face. We ignored him and locked him in the cupboard with Sefton. He's still there.

Originally developed as a learning aid for young gaming Padawans (hence the developer, Lucas Learning) the potential of *Bombod* was such that LucasArts decided it would steal the idea for itself. Even from this early stage of development, it's clear to see why – *SBR* is shaping up to be a hefty, muscular piece of prime gameplay.

Based on *Episode One*, *SBR* features all the lead characters from both sides of the Force. Obi-Wan, Qui-Gon, Yoda (complete with flapping ears), Queen Amidala, Boss Nass and a fresh faced Anakin make up the good racers whilst Darth Maul, Sebulba and That Binks make up the quota from the Dark Side. Locations from the film are also used as a basis for the tracks and range from the dusty wastes of Tattooine complete with wandering herds of dopey Dewbacks to the clean, electronic corridors of the Droid control ship. Despite closely following the film, one point that struck us was how tongue in cheek the whole game is. No convoluted plot about Trade Federation capital gains investment, pensions or ISAs, no reams of pseudomystical mumbo-jumbo sprouted out by bearded sword wavers. Just pure and simple kart racing done with the most spectacular sense of fun.

Handling is already great, the miniature craft (Sith Interceptors, Pod Racers, Landspeeders and even Yoda's chair levitating courtesy of The Force™) all have a buoyancy and agility to them, giving the impression that they really are

#### A&Q

#### NSDE THE FORCE

Super Bombad Racing Project Leader and Designer, Michael McCormick talks diddy Darth Mauls.



Why did you choose to make the Star Wars characters superdeformed?

There have been a lot of very serious Star Wars games and we were ready to have some fun with the license and take a lighter look at the Star Wars characters. Several of the artists on the team are big anime fans and the superdeformed character concept sketches generated a lot of excitement within the company.

Why didn't you include other characters such as R2-D2, C-3PO or Darth Sidious?

Darth Sidious?
There are many Star
Wars characters
sprinkled throughout
the game that only a
keen observer or a
die-hard fan will
notice. For example, a
small R2-D2 rides in
the back of Anakin's
starlighter. He makes
his characteristic
beeps, turns and
whines if Anakin
crashes. Another

No. really.

Chancellor Valorum starts the race on the Coruscant track from a platform above the racers' heads. He is replaced by Senator Palpatine on the 2nd lap, but most players probably won't even notice. There are also secret racers that can

LucasArts is always having to tie games, books and comics into the Star Wars story line – even the Holiday Special has had to be recognised. How has Bombad gone down with the bosses? Early in development we had conversations with Lucasfilm

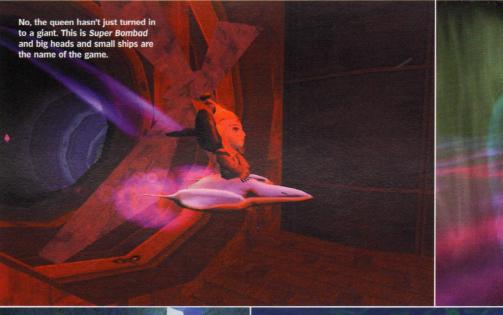
be unlocked, possibly some from classic

had to be recognised. How has Bombad gone down with the bosses? Early in development we had conversations with Lucasfilm Licensing. Super Bombad Racing is considered a fantasy within a fantasy, it would have been very hard to come up with a consistent story line that would, for example, allow Darth Maul to race against Yoda and Queen Amidala through the watery tunnels of Otoh

Gunga. But settings, vehicles and characters are all true to the SW canon.

What aspect of Super Bombad are you most proud of? I am very proud of the job the team did in producing such a quality title when there were so many firsts' for us. Super Bombad is Lucas Learning's first pure entertainment title as well as our first console title. A lot of the team had worked together on Gungan Frontier (an educational CD-ROM), but Super Bombad and the PS2 were new territory for many of us.

How have people responded to the fact you can kick Jar Jar's fishy butt? There might not be anything more satisfying than watching Jar Jar's eyes bug out of his head as you zap him with a tractor beam and slam him into a wail, something many people seem to want to do. I've also seen people taking immense pleasure in picking Jar Jar as a racer and taunting the griends by waggling Jar Jar's exceptionally long tongue at them as they pass into first place.





Um, we don't remember this from the film.



The besieged plains of Theed play host to the racers.

hovering, not just gliding 'without wheels'. You feel gravity act on them as they bump and tear round corners and when blasted with weapons they respond as you would imagine a flying vehicle would do.

Outside factors (as well as the numerous weapons at your disposal) all act on your craft. Those pesky Jawas take great pleasure in zapping you from their rocky perches, sandstorms rage across the screen obscuring your view and even Trade Federation droids and Battle Tanks crisscross the racing line with blaster fire. They don't just knock you off course though, some weapons shrink you to the size of a pea and slow your progress down to almost a crawl. Other players can also put you off during the multiplayer challenges but the game is so full of short cuts and sneaky weaponry the skilled player will have no trouble scooting through the galaxy. Especially if they're armed with one of the multitude of lasers, guided bombs and neutron blasters in development.

Due for release this May, Super Bombad Racing is already causing a convergence throughout the gaming world and looks set to do astronomic things. And just think, this was once intended for kids only. As if.  $\Box$ 

#### ON TARGET? STAR WARS SUPER BOMBAD RACING

Refreshingly, it looks at though Star Wars has finally grown a sense of humour and inserted a little self parody into a game



FORCE There's no Jedi skills needed here just pure blaster action.



THAT BINKS You can kill Jar Jar. Kick his amphibious head in.

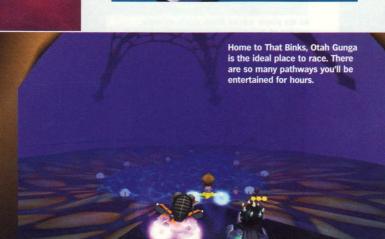
The only menace is in the iffy frame rate in four-player.









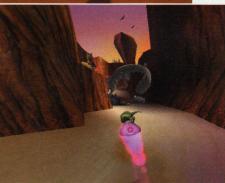




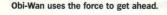


In the depths of Naboo's watery core the characters face many fishy threats as they race.





Pod racing was never this much fun.



## PREVIEW ISS PRO EVOLUTION

SS PRO EVOLUTION

Konami returns to the PS2 football field with a welcome update of the PSone classic.



hen PS2 versions of Konami's
International Superstar Soccer
and EA's FIFA 2001 went headto-head in last November's PS2
charts, the outcome was as
predictable as Manchester

United's dominance of the Premiership. Despite *ISS*'s FIFPro licence and the International player names, the combo of *FIFA*'s glossy production and the ability to play as your favourite league side saw it stuff the Konami game. Down, but not out, the developer is turning to its star striker to level the playing field. Enter KCET not KCEO. Enter *Winning Eleven 5*. Enter the 'proper' *ISS*. Yup, enter *ISS Pro Evolution* for PS2.

This update of Konami's recently-released PSone cracker will need something special up to topple the EA game, though. And it is provided in the form of electric pace, intuitive controls and higher scoring games than in past versions. As for teams, the details are still a little sketchy. Konami hopes to include most proper UK Premiership teams but are waiting on licencing deals.

Graphically, ISS PE is far removed from its PSone original. That game's blocky approximations of Shearer and Owen have been replaced by representations that not only look like the real players, but also have the same stature and moves. The pros benefit from the attributes that make them so special – Edgar Davids can split a midfield with one pass, while the pace of Thierry Henry proves essential for outrunning defenders and eluding markers.

These unpredictable attributes dovetail into a kickaround that is as smooth as Roy Keane's freshly shaved head. Players react depending on the height and speed of the ball, in relation to their position and the length of time the shot button is depressed has a

marked effect on a kick, ensuring over-enthusiastic marksmen will see many a sitter sail over the bar. Other aspects are equally well worked, with players flicking on received passes to turn a defender and barging each other. The game's player Al routines are also canny enough to recognise if the player is under pressure and will change the style of clearance accordingly.

The game's effective control comes at a price – players must work for every goal. That said though, to see one of *ISS PE*'s many stars smack home a decent shot after some beautifully worked build-up play makes all the hard work worthwhile and gives the game the potential to be the closest to real football yet.

Whether or not ISS Pro Evolution is the game that finally ends the FIFA dominance remains to be seen. Nevertheless, it would be foolish to underestimate the talent of Konami's KCET team. Even without what Konami claim will be a huge PAL makeover, this Japanese original already has the skills to outgun FIFA EA Sports is going to have to raise its game if it wants to retain the title this November. □

#### ON TARGET? ISS PRO EVOLUTION

Impressive aesthetics, the widest possible range of moves, fantastic player Al... How much better can the PAL code get?



ABILITY
Deft control system
caters for beginners
to ambitious strikers.



The lush visuals now match the unbeaten gameplay.



TEAMS
Plenty of international squads but not enough UK sides.

#### NES TO WATCH

EA Sports started the ball rolling with in-game players that resemble their real-life counterparts, but ISS Pro Evolution ups the ante with stars that now milmic their shifting too.



Edgar Davids
The tiny Dutch midfielder's bursts of speed and excellent one-touch play make him one to mark

Thierry Henry
The France and Arsenal
striker is lightning fast and
can outpace most defenders.
Best employed as a lone



The Italian hitman can create goals from seemingly nothing. Lethal inside and outside the box he has a defter lob than

Roberto Carlos
The Brazillan left back is
thing quick to tackle and spray:
the ball about beautifully.
Wingers inevitably lose
possession to him.

P





The crab dancing celebration routines of ISS old are long gone, replaced by corner flag wiggles and gurns at the camera.



As the player names show, this is an early version of Japanese original, Winning Eleven 5.



The new level of player detail incorporated in ISS PE includes David Seaman's rank ponytail.

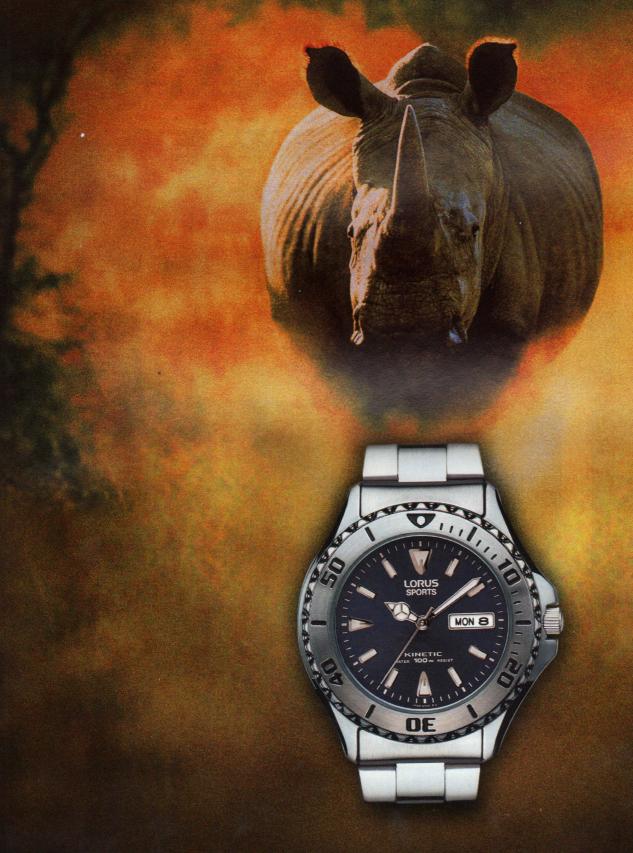


Camera views allow you to see more of the pitch and build moves.



Early crosses can be whipped in, Ziege-style. Yes, Ziege.

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Shake, and it's running for you. So it's all charge, charge, charge, And no changing batteries.



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## **MDK2: ARMAGEDDON**

WORDS: BEN LAWRENCE



In space, no-one can hear you laugh - or fart as it happens. Let us explain...

> **Publisher: Interplay Developer: Bioware** Players: 1 Release: May

ix-legged, cigar smoking, wisecracking cyborg dogs; mad scientists; pointy-headed heroes and green-skinned, boggly-eyed alien bad guys with flatulence. All the ingredients for a game that has been hailed across almost every platform as a 'classic'? Well, believe it or not, yes.

MDK2: Armageddon is (and Bioware is very clear to point this out) closer to a sequel of the original PSone MDK rather than a straight port of the Dreamcast version. Kurt Hectic, conical sniper helmet and trademark ribbon chute in tow, returns with Max the cyborg dog and their creator, the deranged Dr Hawkins. The Stream Riders (boggly-eyed alien bad guys) who were supposedly defeated in the first MDK are back and more intent than ever on enslaving the entire world population. So in true heroic style Kurt straps on his helmet and cape, and goes to business to stop him.

First impressions of MDK 2 are pretty positive, in particular the well drawn background environments. They have evolved from the PSone and appear to be inspired by surrealist H R Giger's paintings, with twisted, biomechanical shapes entwined throughout the levels lending the game a darker, more sinister edge. The game's humour is still intact though with copious amounts of arse burpage taking place and replete with end of level bad guy taunts along the lines of, "Who's your daddy? I'm your daddy!" Indeed.

Kurt and Max handle brilliantly, strafing, leaping, gliding, jet-packing, rocketing and blasting their way through levels like a pair of unhinged, gun-wielding gymnasts. The camera angles and occasionally dodgy perspectives will have to be tweaked to bring out MDK 2's full potential though because they can

currently be slightly off-putting. This problem is especially noticeable when Kurt enters his first-person Sniper mode. Once you've taken out whatever you were aiming at and flick back into third-person, the camera sticks in the direction you were shooting, requiring a manual adjustment to face the right way again. Enemies also have a nasty habit of shooting you from off camera but thankfully the character reaction time is so sharp you can quickly counter their covert attacks.

The frame rate and on-screen effects also seem to be shaping up nicely with showers of green guts and extraterrestrial body parts accompanying the particle effects brilliantly. At points MDK 2 is like watching a big offal-stuffed Roman candle going off. No wonder the M, D and K of the title stand for 'Murder', 'Death' and 'Kill'.

Due for release in a couple of months, MDK 2 has already had a fair few of us gathered around the office PS2, not so much in awe as we were with Metal Gear Solid 2 or ZOE but more aware that we were watching a quality action/adventure that already shows strong signs of being a bloody good romp. More soon.  $\Box$ 

#### ON TARGET? MOK ARMAGEDDON

MDK2 looks both refreshing and highly playable. While it may not be the most original game it plays solidly enough.



HUMOUR Loads of it and for once a game that's genuinely funny too.



DESIGN Creepy biological structures elevate it from similar games.



MORALITY Genetically modified dogs? That's just not

#### THREE'S COMPANY



On board Dr Hawkins' ship the moment the Stream Riders decided to invade Earth, Kurt donned the 'coi suit' and set about freeing the Earth from the boggly



A six-legged cyborg dog created by Dr Hawkins because he was pining for a pet. Slightly psychotic, chain-smokes and is extremely dangerous. He can fire



Left Earth in search of new sciences after the fall of the atomic age and has never been back. Discovered the energy streams flowing throughout the galaxy that the Stream Riders were using to invade Earth.



let off a missile at them.

The sniper helmet comes in handy for popping off enemies at a distance.



Using his ribbon chute Kurt can access all manner of weird areas.



Fight wisely or you'll end up as a frazzled lump of meat.



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## PREVIEW RUMBLE RACING

RUMBLE RACING

An arcade racer that marries realistic cars with power-ups, EA Sports Big swaps snowboards for steering wheels.

Developer: EA Sports Big Publisher: EA Sports Big Players: 1-2 Release: 18 May acing fanatics the world over are currently beside themselves with anticipation, waiting for *Gran Turismo* 3: A-spec. But a rival racing genre has already carved itself a nice little niche on PS2. Arcade racing in the guise of such games as *Wild Wild Racing* and *Smuggler's Run* already sit on the shelves of many a gamer and are soon to be Joined by EA Sports Big's foray into the territory, *Rumble Racing*.

Treading the kind of water that only the *Rollcage* games did back on the PSone, *RR* adds a new twist to the genre – the ability to perform outlandish stunts on regular driving tracks. Where *Wild Wild Racing* had a stunt specific mode, *Rumble Racing* wantonly encourages you to do it in the confines of a race.

The slightest bump, pothole or even roadside verge enables you to pull of a variety of different moves, such as *Knight Rider*-style flips or midair corkscrews. They're not just for show either – as in EASports Big's SSX, they will help gain you a pole position. Pull off a decent stunt and you're rewarded with a speed boost, complete with flames from your exhaust.

The finished game will offer three one-player modes: Single Race, Championship and Stunt Challenge that cover every base necessary to please the most hardcore thrill-seekers. Single and Challenge modes involve a one track race and a series of races against opponents. While Stunt Challenge has specifically focused on the stunt element as you try to out flip your opponents.

For those who want a bit more competition, RR will also include a split-screen two-player mode in which you can compete in Single Race and Championship against a mate or play as a team. To add a few more

thrill power to proceedings, power-ups are littered around the courses giving the game a whole new perspective than just racing round tracks. These vary from a car-lifting Twister to Sonic Boom and are fairly indiscriminate in their destruction (see Unfair Play).

A garage of 36 cars is available for your delectation, but 25 of these have to be unlocked as you progress through the game. All are upgradeable and there's a good variety in the selection, from the iconic Mini to a record-breaking jet-powered supercar and oddly named Capri lookalike, 'The Widow Maker'.

The tracks themselves are a mixture of open countryside and urban sprawls. Each one oozing hidden areas and short cuts as well as some cruelly misleading dead-end roads that can truly mess up your position if you take them at high velocity. With 15 tracks to explore and learn the game also promises much longevity.

With EA Sports Big's blend of slick presentation and arcade thrills in place, the feeling that this could make a refreshing change to the more traditional racing game aesthetics. SSX for petrol heads? It could just be...

#### ON TARGET? RUMBLE RACING

Rumble Racing won't have the boys at Polyphony too worried – but the fresh take on the genre could bring in the xtreme sports crowd.



**GRAPHICS**Never push PS2's capabilities, but are bright and colourful.



ORIGINALITY SSX cum Mario Kart cum Smuggler's Run. An intriguing mix.



PLAYABILITY
Cars handle like
they're on rails – in
true arcade-style.

Cool explosions and freaky weather conditions are all part of a day spent *Rumble Racing...* 



Sonic boom

An impressive looking explosion that causes your opponents to shake or even flip out of control. Best

Snowball
All the fun of a winter's day.
Chuck one of these and your
opponent will freeze up and



Powerbumper
The normal bumper on your
car is a bit weedy. This
forcefield extends out from
the front causing anyone you
ram to flip over.



Tornado
Click your heels together and brace yourself. The mother of all twisters obliterates the road ahead, sweeping



Points are racked up for top stunts.







Rumble Racing has more insane skidding than an ITV exposé on dangerous drivers. Viewers, please don't try this at home...





The Twister power-up proved to be an effective race-winner...



A gritty urban landscape. Like Tokyo. Or Bristol.



Short cuts can be a risk, but they often pay off.

## DON'T CALL ME BABY







PlayStation<sub>®</sub>2





## **KURI KURI MIX**

HORDS: BEN LAURENCE

Learn how to co-operate in the world of Kuri Kuri Mix. It might just save your skin.

> **Publisher: Empire** Interactive **Developer: From** Software Players: 1-4 Release: May

this game does have its origins in the Far East.

he moon has gone missing. It failed to show up at this year's Festival of the Moon like the ungrateful orbiting mass of rock that it is and now, unless it shows its face, the world as we know it will perish and its inhabitants will become infertile or sprout boils or something. Sounds suitably bizarre we know, but then

Only two creatures, Chestnut (a banjo playing teddy bear/mogwai hybrid with a tulip growing out of his head) and Cream (a maracas shaking pink rabbitoid with an umbrella protruding from his scalp) can retrieve the AWOL planetoid. So they start out on a trek across various treacherous continents to find it.

The unique feature of Kuri Kuri Mix's gameplay is the co-operative aspect of its gameplay, something that is a relatively unexplored concept in videogames as a whole. Our two heroes work their way up the screen separated by objects that divide the screen in two. However, on their individual paths they'll each encounter obstacles and dangers that hinder their progress towards the goal at the end of the level. Either Chestnut or Cream then has to help their pal out of the sticky situation they face.

The simplest example of this is Chestnut pulling a lever on his side of the screen which opens a door on the other side. It gets far more elaborate though. Wrestling crocodiles on chains, lassoing eagles then turning them into hovering stepping stones, catapulting giant boulders into quicksand and even taking control of a robot on caterpillar tracks are some of the tasks facing our furry twosome. And, as with most simple ideas, it's surprisingly compelling stuff. Only the fourplayer game which requires two people to share the

same pad (think Micro Machines on PSone) is dubious and boarding on uncontrollable chaos.

Visually Kuri Kuri Mix is a feast of garish, technicoloured weirdness with characters moving along at a jaunty pace through cartoony backgrounds all set to a synthesized warbling soundtrack. It isn't just the aesthetics of Kuri Kuri that appeal though - it's the path layout and ingenuity of puzzles. We've only seen the first couple of levels (Jungle and Desert) but a further 50 even more ingenious episodes such as Arctic, Music and Volcano are promised.

Of course, you don't have to play with a friend - it is possible to control both characters at the same time, with one assigned to each of the analogue sticks. Believe us, played in this manner co-ordination of the 'rub beer belly, pat head' type is a must, as is the ability to watch both sides of the screen at once.

Kuri Kuri Mix is due for release later in the year and should prove a refreshing change from competitive two-player mentality. Morality and friendship in computer games? What is the world coming to?

#### ON TARGET? KURI KURI MIX

Insane looking, insane gameplay and possibly the first game to promote love and understanding between videogame characters.



SACCHARIN Loads of cuddly, loving schmaltz, you'll



DIFFICULTY A bit easy perhaps? We were through the first level in no time.



WEIRDNESS It's... different. Teddy bears wearing plant pots anyone?



Since when did the moon have a set of eyes and stand only about six-feet tall? Perhaps this isn't the moon after all. Perhaps it's a bloody great, genetically-modified, glowing pancake with eczema and an attitude. [And perhaps you should have a lie down, Ben... – Ed]

Two fuzzy animals sledding on their bellies. What could

be cuter



It's all about co-operation. Work together and you'll reach the goal.

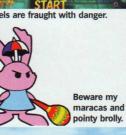
















Looks like cute lil' Chestnut needs a more varied diet...





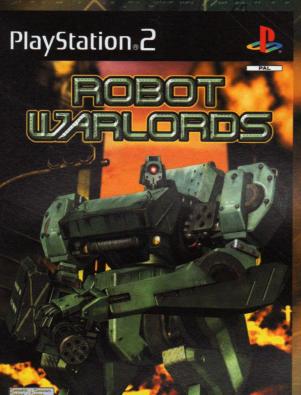






The game is both colourful and vibrant which adds to the appeal. Thankfully the gameplay isn't too bad either.

# ROBOT



## Tokyo, August 2002

Mission: you have seven days to liquidate the enemy forces before an all-out attack is ordered and mayhem ensues. Carry out your mission by instructing your team of giant 3D robots to eliminate the coup d'etat forces. Use a vast array of devastating weaponry to complete your task.



#### Coming April 2001 PlayStation.2



Operation Winback - a shoot em up with a difference, use your skill as Jean Luc Cougar, member of the elite SCAT commando team sent in to regain control of the terrorist held weapons system. Over 33 evels, this game is sure to hold you in its spell, and after that there's wealth of multiplayer modes available. www.operationwinback.com



## PlayStation.2

DYNASTY Z WARRIORS Z

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PlayStation<sub>2</sub>

Bored with Lara? Hell nol. After all, she paid for the lush new offices in which Core Design and Jeremy Heath-Smith now reside.

## JEREMY HEATH-SMITH

WORDS: SAM RICHARDS/PHOTOGRAPHY: GAVIN ROBERTS

# Lara first started life as a man. He looked like Indiana Jones. The guy had a hat on and a bloody whip! I said we'd have our arses sued from

here to LA...

He's never written a line of code in his life, but that hasn't stopped Jeremy Heath-Smith becoming one of the most important creative brains in the games industry. As Managing Director of Core Design he's said "yes" to *Tomb Raider* and "no" to *Thing On A Spring 2*, building the company into one one of the world's leading development houses. With *Project Eden* and the ground-breaking *Herdy Gerdy* leading Core's PS2 charge, he's on top of the world.

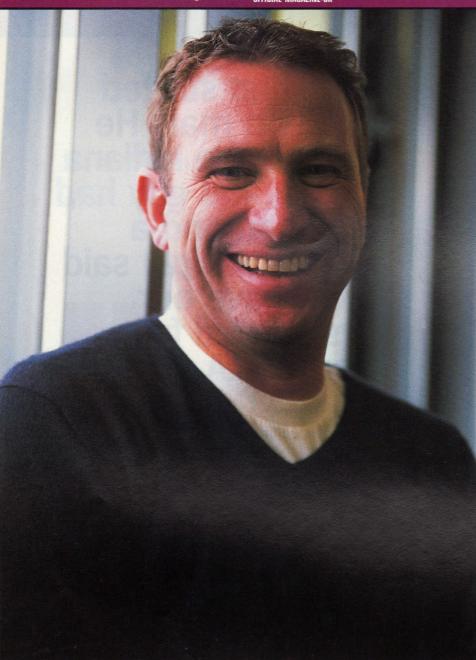
## JEREMY HEATH-SMITH IS HUNGRY.

We know this because we can hear him exclaim his desire for food from the other end of the corridor. He has just arrived back in the relatively new and plush offices of Core Design in Derby from a three-day stint doing the other part of his high-powered job at Eidos in London (Heath-Smith is an Eidos Company Director and rumoured to be worth upwards of £1.8m a year). And as much as the latter endeavour brings in the dollars it's Core Design where he feels he belongs. He's the founder and MD after all, and he patrols the deep-carpeted corridors, bellowing greetings like he has indeed just invited you for a beer round his gaff.

Core's in-house caterers, therefore, had better watch out. "What the f\*\*k is this?" demands Heath-Smith, picking disgustedly through a tray of peculiar canapes in a distinctly *Spinal Tap* moment. His flow is briefly interrupted by a sandwich before his attention is caught by the picture of esteemed Eidos colleague lan Livingstone perched on a child's plastic car, as seen in *OPS2 #02*. Upon this discovery, Heath-Smith is consumed by noisy mirth, the crap canapes and hunger pangs instantly forgotten.

MD of a games company soon to see its leading property become the star of a multi-million pound blockbuster movie, Heath-Smith has good reason for his incessant joviality. His

# THE PlayStation 2 INTERVIELL



☐ favourite word is 'tremendous'. He feels like the kid who got his dream job in the sweetle shop.

# Have you been in the games industry long enough for us to call you a veteran?

I suppose so! I started in sales at Activision when it was all Atari 2600 cartridges, selling the greats such as *River Raid, Pitfall Harry, Barnstorming* and *Enduro.* I loved the games but I just couldn't afford to buy them so I thought that if I worked for a publisher they would give them to me for free. And they did!

# What were the major factors that came together when you were forming Core Design?

Desperation! At the time I was Sales Director for Gremlin and it was owned by a company called US Gold that was falling on hard times, thinking of having to close a few things down. I was considering my future. At the same time, I was friendly with the guys at Gremlin's Derby studio which, under the cutbacks, was going to be moved up to Gremlin HQ in Sheffield. They were dead against the relocation and wanted to stay in Derby, so, off the cuff, I suggested starting a development house. They asked what that would entail, and I said nothing... it would just mean working for me

//I still play a lot of games. I still play all the Core games. I still can't finish f\*\*\*ing Tomb Raider 3//

instead of Gremlin. They said as long as they could still write games they were happy. I quit from Gremlin but they kept me on as a consultant, which guaranteed a revenue stream to plough into Core Design. It was as ridiculously simple as that.

# What did your work involve during the early days of Core Design?

I'd go out and get contracts. The first game we made was *Rick Dangerous* for Amiga and ST and we converted *Action Fighter* – an old Sega 8 bit cartridge – to C64 for Firebird. For six months the guys were busy doing that and I'd come in and play the games.

I was chief tester, coffee maker, toilet cleaner and everything else, then towards the end of the development cycles I'd go and get two more contracts signed up. At this stage we were still writing for the all of the consoles – Spectrum, Amstrad, PC, Commodore 64, Amiga, Atari ST, the NES and the MegaDrive. So we'd do nine versions of all our games in six months with five people.

### Rick Dangerous was a bit of a hero for you in the early days. What are your feelings about the game now?

Awesome. I was playing it on an emulator the other day and it's still tremendous. It was huge – it won us several awards including European Developer of the Year. And I suppose to some extent Lara is an extension of Rick. I remember when we were originally talking about Lara and *Tomb Raider* and I realised that the basic elements were the same as those we used for Rick. Some of the gameplay in *Rick Dangerous* survived all the way through to *Tomb Raider*.

# Did you have any creative input at that stage or were you just a yes/no man?

It was absolutely the latter. My input was through being a gamesplayer so the development team would pitch me the idea and I'd think about how the market would react. I'd put myself in the place of the consumer. I played the devil's advocate role.

# Around that time – early Nineties – you also established a close working relationship with Sega which was rare for a UK company. How did that come about?

Through a series of contacts I ended up having lunch with the top guys at Sega in Japan. I got on very well with them as I could talk games and of course they were all gamers at heart. Sega had the big publishers like Activision and EA their on side but they were still trying to create a culture of grass roots gaming for the MegaDrive. We were one of the first, and probably the smallest publisher to get a licence for the MegaDrive. We published games on MegaDrive, Game Gear and Master System. Then we got involved in Mega CD.

# Wasn't the original *Thunderhawk* one of the best-selling Mega CD games?

It sold about 150,000 copies, probably more copies than were sold of the hardware! It was a huge hit for us. Then we kind of got swept along with the Sega story and we committed ourselves quite heavily to 32X and that was an unmitigated disaster. We didn't know what to do when we got lumbered with that bloody thing. At that stage the whole market was beginning to tail off and it was pretty obvious we couldn't remain independent so we sold out to US Gold in 1995. A year later, Eidos acquired US Gold and the rest is history.

# It seems like Core Design has always managed to be in the right place at the right time?

It's a great story. Fortunately we've always been in the driving seat because of the kind of person I am and because of the quality of the development teams we've had at Core.

# Has your role at Core changed now since founding the company? Do you feel you're doing the same job, just on a bigger scale?

Definitely. I still play a lot of games. I still play all the Core games. And what's more I still can't finish f\*\*\*ing Tomb Raider 3. I do play a bigger part in the corporate side of things, but I love coming back to Derby. Core is my baby, we sit around and talk games all day long. And if I'm not playing somebody at Virtua Tennis, we're talking about Tomb Raider: Next Generation, or Herdy [Gerdy] or [Project] Eden or whatever's new on the scene.

# Have any original game ideas come out of your head, or is that not your strength?

I think I'm great at throwing grenades into the party for them to bat out. I can't claim credit for *Tomb Raider* but I remember many years ago saying to Toby Gard that one of the games I've always wanted to do is a game where you went under the pyramids and played in this labyrinth of corridors. I loved the *Dungeon Master* games and I visualised that on a larger scale.

# So the Tombs came before the Raider... Is it true that Lara originally started life as a man?

Yes. He looked like Indiana Jones. The worst thing was the guy had a hat on and a bloody whip! I sat there and looked at it and said we'd have our arses sued form here to LA. Toby went away and did some more sketches and suddenly there was Lara. My first though was 'Shit, it's a bird!' My second was 'Bloody hell, can this thing work?' Toby said, 'Yeah, I think it can. Females are naturally more agile and much better looking.'

In a worst case scenario we could have always changed it back to a guy but when we saw Lara messing around on the screen, she was obviously there to stay.

# Was it evident at that stage you'd created a character with a different dimension to those that had come before?

Oh yes, without question. Everyone who saw Lara did a double take irrespective of what she was doing in any environment. Straight away you could completely relate to her. Before that you had Sonic or Mario or stupid alien-type things that didn't make sense to anybody, then all of a sudden you've got this great-looking female that you're actually going to play in the game. We were very confident that we'd got something different.

# What's your relationship with Toby Gard like these days?

Absolutely fine. Toby and I parted on very amicable terms. To be honest, I begged him not to leave. I've got nothing other than great respect for the guy.

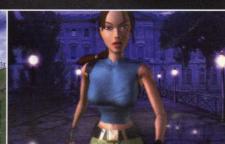
Although Toby left after the first *Tomb Raider* I would never take any of the credit away from him. All I now say is that *Tomb Raider* in many respects is beyond Toby, because even while Toby was the man with the vision, *Tomb Raider* was a team game. Now there are more than 30 people working on *Tomb Raider: Next Generation*.

I see Toby once or twice a year at the various industry shows. We have a chat, I offer him a job,

# CORE BLIMEY

res, there's life beyond Lara. While the overhauled Tomb Raider. Next Generation game (top right) forms a major part of Core's PS2 strategy, it will be preceded by the doomy and futuristic Project Eden (top left), the relicopter trequel Thunderhawk III (top middle) and the pastoral pleasure of Herdy Gerdy (bottom).







//The Herdy guys had an idea for this game three years ago. I said to them, 'you're obviously smoking something, have the afternoon off because you're completely barking mad!'// he declines and off he goes! One day he may come back. Core holds a strange attraction for old members of the family.

# How much do you think the PSone helped make *Tomb Raider* a success and do you think *Tomb Raider* made PSone a success?

It was a marriage made in heaven. Then again hindsight is a wonderful thing. *Tomb Raider* actually came out on Saturn first. We gave Sega a three-month exclusivity window because PlayStation had only just launched and it was a very slow build. There were some very strong PSone games at the time like *Tekken*, *Destruction Derby*, *WipEout...* but nothing quite like Lara. Sony spent millions on marketing but nobody really knew why they had to buy a machine. Then along came *Tomb Raider* and that gave them the reason to buy PlayStations because Lara looked awesome, and she was on the front of every magazine.

Sony made a commitment to marketing their brand and that undoubtedly helped Lara. The synergy was such that *Tomb Raider* was often misquoted as a Sony game. But we weren't too bothered. It was a landmark product and it was a hardware seller. It's just taking a little longer for PS2 to get those killer games but we believe we're working on some of them.

In interviews around the time of *Tomb Raider 2* you were very bullish about the Lara phenomenon and happily admitted that you exploited cheap sex appeal to sell the game. Has your view changed since then?

Yes. There's still no question Lara's got a wonderful pair of knockers and you can't help but respect

# THE PlayStation 2 INTERVIEW

★ those. But the whole culture has moved on so much since then. For a while the big-breasted, buxom cyberbabe character was everywhere and meanwhile we were moving away from that whole thing and trying to nurture Lara's personality. Now she's an icon. It's difficult to find someone who hasn't heard of her across every age group. It's amazing to be involved in something like that.

### So what do you reckon to the final result of the Tomb Raider movie?

I think it's great. The movie took on a proper feel when director Simon West came on board, then with Angelina signing up it was just tremendous.

Paramount has spent \$95 million on the movie, which is a phenomenal amount of money. I think it will be the sort of movie you watch and will have that nice warm feeling inside. It's a combination of *The Mummy, Indiana Jones* and *The Matrix*. It's never going to be a classic or win any awards, but it's a great movie.

# Has a feeling of Lara overkill consciously influenced your decision to debut on PS2 with Project Eden and Herdy Gerdy which are completely new ideas?

Project Eden is being created by four of the original TR team. So they were very keen to take the TR concept into places where the demands of the franchise wouldn't allow it.

# Do you think that games like *Herdy Gerdy* and *Eden* could have been made before PS2?

No, not at all. The Herdy guys had an idea for this game three years ago. I said to them, 'You're obviously smoking something, have the afternoon off. You're completely barking mad!' Of course, they actually had a great vision but there was no hardware to put it on at that time. We thought Herdy could possibly be a Dreamcast game, but the processor wasn't powerful enough. The 3D capabilities that PS2 displays are mind-blowing.

# How many new games do you get to see in your role as Global Head Of Development? What are the current trends?

I get to see hundreds of new games. Trying to touch each one in a different way is getting harder,

## **CURRICULUM VITAE**

Name: Jeremy Heath-Smith Nationality: UK Date of birth: 30/01/61 Birthplace: Cheshire

1980-3 Sales Manager, Activision 1983-5 Game Buyer, Leisure Soft 1985 Started (and closed!) J&M Distribution with Martin Carr

1985-6 General Manager, Greyhound 1986-8 Sales Director, Gremlin 1988-now Started Core Design and became

Managing Director.

1996-now Company Director, Eidos
2000-now Global Head Of Development, Eidos

Hobbies: Cars, sailing, shooting
Favourite games: Quake, Galaxians, Deus Ex,
Command & Conquer: Red Alert 2
Favourite Bands/Musicans: Coldplay, David Gray,
Toploader, Led Zeppelin, Queen
Favourite authors: John Grisham, Stephen King
Favourite movies: Pretty Woman, The Deer Hunter,
Gladiator, The Matrix.

//There's still no question that Lara's got a wonderful pair of knockers...//

There seems to be a much greater volume of new and innovative PS2 software coming out of the UK than the US at the moment. Do you think it's a great time to be a game developer in Britain?

I've always thought the UK has the edge. One thing the Brits are good at is getting the hardware, ripping the guts out of it and seeing what makes it tick. Americans generally don't like doing that and will play it by the book.

You work for a developer – Core Design – and a publisher – Eidos – so you can see the situation from both sides. Do you think that the current industry climate promotes developer freedom?

Innovation is expensive. I'd like to see Core as an innovator, at least that's how we survived the uncertainty of the early Nineties, but to become as big as we are now, we've made a TR game every year which is totally hypocritical! I suppose every game company looks at having a balanced portfolio where the exciting risk projects are balanced by bankables like cars and football.

It is harder for developers now and there isn't as much creative freedom as there used to be. Publishers are wary. A new game costs two million from start to finish. That's the problem.

# Adrian Smith is the Operations Manager at Core Design. What's it like working so closely with your brother?

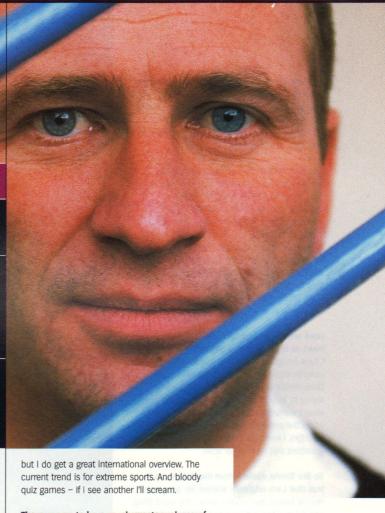
Seriously, it's been tremendous. The advantage is that Core had been going a while before Adrian came in. I persuaded him to join myself.

Of course, I trust him completely. He's my best friend. He's involved in everything. The company wouldn't function without him. We don't fall out, and ultimately I'm older than he is – and after all I'm the boss!



A truncated pictorial history of Core Design since 1988, (Clockwise from top left): Rick Dangerous (Commodore 64/128, Amiga, Atari ST, Amstrad CPC); Corporation (Amiga, Atari ST); Chuck Rock II (Amiga, Atari ST, Sega MegaDrive); Thunderhawk (Amiga, Atari ST, Sega Mega CD); Bubba 'N' Stix (Sega MegaDrive, PC); Tomb Raider (Sega Saturn, PSone, PC)





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PlayStation Magazine



**EDITED BY JAMIE SEFTON** 

# headliners

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# SHEPHERD'S DELIGHT

Going wild in the country with Core's cartoon caper Herdy Gerdy.

**EVERY EXTREME SPORT** from sky surfing to ATV offroad racing has found a home on PS2, replete with suitable sponsorship from ESPN, X-Games or possibly both. Given the adrenalinerush riffing and hyper-speed camera editing of these kind of games, there seems little chance of a *One Man And His Dog* tie-in title, complete with wellies and unintelligible whistles. Yet *Herdy Gerdy*, the highly-anticipated new game from Core Design is poised to make the age-old sport of animal herding fashionable again.

In fact, everything about this stunningly unique game has an olde worlde feel to it. While the majority of titles (including Core's other key new PS2 effort *Project Eden*) continue to delve further into the future for inspiration, *Herdy Gerdy* conjures up an idyllic, pastoral past, without resorting to the clichéd old medieval fantasy realm of orcs and goblins. It

 $\rightarrow$ 



→ helps that the bold animation technique used in Herdy Gerdy is more reminiscent of Disney classics such as The Jungle Book or A Bug's Life than any other videogame.

You play as Gerdy, a cocky young shepherd boy, convinced his herding skills are the best on his home island. Gerdy is a late substitute for his own father in the annual herding competition, dominated for the last four years by a shadowy figure known simply as the Dictator. Suspicion of the Dictator's dubious dealings reaches fever pitch upon the discovery that Gerdy's father, the only man believed to be capable of out-herding the Dictator, is the victim of a powerful sleeping spell. Up steps Gerdy himself: over-confident, deeply inexperienced and with much to learn before the Dictator can be confronted.

And we're not just talking sheep, here.
There are more than 20 types of creatures to be herded in the game, from the dim and flock-like Doops to the potentially dangerous

wild Gromps. Gerdy doesn't have the benefit of a trusty sheepdog here, so must run about herding the animals into pens by himself.

The flock mechanics displayed by the creatures are astounding: run around the back of a group of Doops and they will move forward like a flock; run directly at the group and it splits into two. This kind of gameplay has been implemented once before, in Minds Eye's top-down PSone title Sheep, but Herdy Gerdy does it all and more, in 3D. Different creatures behave differently and will require additional stimuli to keep them in check hence Gerdy's stick, horn and flute. Encounter a range of species inhabiting in the same area and they will taunt, chase, fight and eat other, disrupting Gerdy's task. An entire ecosystem is at play in the game and a thorough knowledge of the interaction between species is required before herding mastery can be achieved.

Further variety is provided by the range of locations in which Gerdy must go a-herding.

The early part of the adventure takes place in the tranquil meadows of the valley floor but later levels become more like platforming escapades where creatures are hidden in mountain caves. Timed segments and puzzles form part of a propulsive story line punctuated by gorgeous cut-scenes designed to add meaning to Gerdy's quest.

If the whole thing sounds a little quaint, don't fear. It's obvious even from the very early code OPS2 has seen that Herdy Gerdy is only a kids' game in the same way that The Legend Of Zelda is a kids' game or that Toy Story is a kids' film. Unlike many games that deliberately dumb down to appeal to a younger audience, Herdy Gerdy doesn't aim to patronise. The shepherding concept may seem obscure at first, but Core Design looks to have nailed that universal appeal that is so hard to 'come by'.

Herdy Gerdy will be released in October. Stay tuned for our full-length feature in next issue of OPS2. ☐ **SR** 



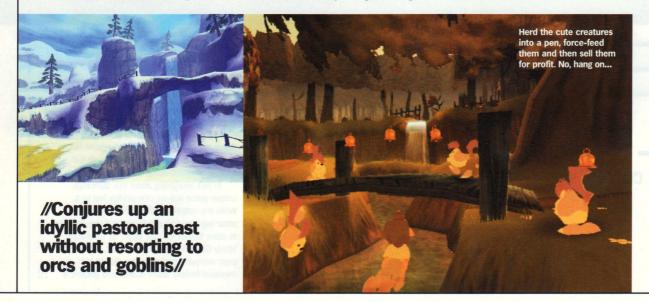
# HOVER BOTHER

Also new from Core Design the return of the acclaimed helicopter combat series Thunderhawk.

War is hell but it makes great videogames. In the world of PS2. a hulking great helicopter bristling with guided missiles and sniper cannons is A Good Thing, Core's Thunderhawk III is going to be the next-gen debut for a chopper warfare sim series that first saw the light of day on Sega's ill-fated Mega CD. Times change but popular franchises never die, so with a rejig of the staple world-order-threatened plot *Thunderhawk III* will see you piloting a state of the art gunship and tackling heavily armed bad guys over seven mission-packed campaigns.

As you'd expect, the title promises furious combat in spades but that's not nearly all. As the spearhead of the allied campaign you'll be expected to co-ordinate your own support in the form of infantry, tanks and airborne units. You'll also be able to capture enemy weapons and technology, enabling you to enhance your own capabilities. The game is not due for release till the end of the year but even now screenshots show encouragingly detailed environments. And with the sniper gun views suggesting that precision airborne stealth is likely to play a significant role in the finished game, *Thunderhawk* III has the potential to rise above other air combat sims. 

PF





Go where no game has gone before in Star Trek Voyager: Elite Force.

TREKKERS' PHASERS WILL be shaking in anticipation of the latest sci-fi franchise to dock with PS2. Star Trek Voyager: Elite Force is a spectacular first-person shooter based on the exploits of Captain Janeway and her crew, who after destroying a mysterious, aggressive probe, end up stranded in an eerie starship graveyard in dead space.

Developed by Pipe Dream Interactive (also working on the bloody 3D shooter Soldier of Fortune) STV:EF is being dramatically reworked for PS2 from the wellreceived PC original by Raven Software. "We want to be sure to preserve all the elements that made the PC version great, but thanks to the power of PS2, we're able to build on

the original experience and implement fourway split-screen multiplayer deathmatches," says Director of Game Development David Elmekies, speaking exclusively to OPS2.

Players assume the role of either Alexander or Alexandria Munro as part of the Elite Force's suitably-named 'Hazard Team'. Lead by Vulcan pudding lover Lt Tuvok, Hazard Team's solo and team mission objectives are to defeat pirates attacking the ship, then venture out through hostile conditions to defeat forces that are holding Voyager captive. "Gamers battle against over 14 variations of Star Trek enemies including the Borg, Scavengers, Hirogen and other never seen before aliens. Motion captured

movement, realistic sound effects and amazing visuals will enhance the PS2 experience," adds Elmekies.

Pipe Dream Interactive and publisher Majesco assure OPS2 that STV:EF will run at a smooth 60fps and it could be one of the first PS2 titles compatible with the Hard Disk Drive/broadband add-on. "As a huge firstperson shooter fan myself, I know that players really enjoy the ability to take games online. That's my goal - to ship Elite Force for the PS2 with online compatibility.

There's still a long journey ahead for this exciting 3D blaster, but OPS2 will continue to track the game's progress until it finally 



# BLUELINES

Following from last month's release slippage story, Unreal Tournament's UK PS2 release has slipped yet further to 20 April >>La Femme Nikita has PS2 in her sights. The game, to be based on the characters on the popular TV series is scheduled for an autumn release »Ubi Soft has bought German game publisher Blue Byte, the company behind hit strategy series Settlers



The nightmarish fantasy of Ubi Soft's Evil Twin.

MORBID CHILDHOOD FEARS are the disturbing inspiration for the spectacular new 3D action adventure Evil Twin - Cyprien's Chronicles. The game is the first full title from developer In Utero, a French design house responsible for creating commercial Web sites as well as graphics for numerous videogames including V-Rally on PSone.

Evil Twin follows the story of a young orphan boy who is unexpectedly transported to a strange parallel universe populated with bizarre characters such as psychopathic schoolteachers and sliced-in-two apparitions known as the 'Demis'.

"PS2 gamers will love the depth in Evil Twin," explains Stephane Bachalet, In Utero's Lead Artist and Project Manager. "There are 60 characters that the player can fully interact

with and a huge universe that contains eight islands and 76 different levels." As well as the

elaborate gameplay featuring a collection of mind-bending puzzles, Evil Twin hopes to boast the most beautiful fairy-tale graphics ever seen in a PS2 title, with wildly different themes on every level and a multitude of special light effects and textures.

Cyprien's considerable task is to discover why his friends are being held captive in the twisted, cartoon-like world by using an ability to transform into his manga-inspired alter ego. "SuperCyprien is the dark side to Cyprien's personality," continues Bachalet. "He's less interested in speaking to people in the environment and more concerned with fighting. Each of the two Cypriens are complementary, allowing you to go back to a level with another kind of gameplay and point of view, simply by changing characters." Evil Twin - Cyprien's Chronicles is scheduled for a summer release watch this space for more exclusive info. 

JS \*For more, check out www.in-utero.com.

# SPY

Five war-themed games to make your trigger finger itchy.



Play God guiding cannon fodderstyle troops
through a series
of missions
based on
famous war movies. The sequel

to the famous PC game it should be released in September this year. Grenades, death by the shed year. Grenades, death by the sned load plus the need for a good does of a tactician's mind should make this far more than just another WWII blaster. Rank: Corporal



»Medal Of Frontline The long awaited sequel to the PSone's sublime first-person

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first Rank: Colonel



»Army Men: Sarge's Heroes 2 Green lumps of mould-injected plastic get angry and wage war

on identical beige variations of on identical beige variations of themselves. There we go, race relations in videogames. Basic shooting skills and battlefields in such places as the dining room table leave a lot to be desired. Not nearly as involving or as 'fun' as it as it believes it is as it as it believes it is. Rank: Private



»Metal Gear

Solid 2
A one man army you know who he is sets about a Herculean task of bringing down global terrorism under the cover of stealth. You've seen it, we've seen it and you know it's going to be the biggest game PS2 will ever see. Relish it too, Hideo Kojima says it's his last.

Rank: Colonel



»Hidden and Dangerous 2 Imagine Medal Of Honor but in third-person with team-based missions where

you are in contact with your platoon and must guide them platoon and must guide them through treacherous missions. Blending the best of MOH, Commandos-style mission structure with a pinch of Army Men-style controls it could go either way.

either way. Rank: Corporal

Five games likely to end wars.

ISS Have a kickabout in No Man's Land, be at one with your foreign counterparts. Good will to all men!

Klonoa 2 it's fuzzy, it's fluffy and it's set in toyland! Enough to melt even the strongest solider's heart.

**Seaman** If it ever makes the leap from Dreamcast to PS2 you'll be feeling so broody you won't want to fight.

Theme Park World All those kiddies? All that innocence? Look at the pretty colours! S'nuff to pacify anyone.

Hologram Time Traveler You'll be too tired to fight. Or fired up enough to KILLI









They may only be silhouettes but these images are the first look at some of MGS2's unknown characters.

# MOVABLE GEAR PLASTIC

Metal Gear Solid 2 toys revealed plus a few secrets about the forthcoming masterpiece.

LAST MONTH'S AMERICAN International Toy Fair held from 11-15 February in New York was a dream come true for any kidult still obsessed with collecting lovable pieces of plastic. McFarlane Toys, set up by ex-Marvel Comics and *Spawn* creator Todd McFarlane, stole the show with a new range of action figures based on Hideo Kojima's upcoming PlayStation 2 epic *Metal Gear Solid 2: Sons Of Liberty.* 

The six figure line is unique in that people wanting to get hold of Metal Gear Ray will have to buy every one of the other characters first – each box contains separate pieces that build into the Impressive seventh robot boss. McFarlane Toys also announced three of the figures as being Solid Snake, Russian terrorist Olga Gurlukovich and Snake's arch enemy and torturer Revolver Ocelot.

However, *OPS2* has also discovered the identities of the mysterious 'shadow' characters, which give an enormous clue to the plot of *Metal Gear Solid 2*. They are confirmed as Raiden, a female character named Fortune and most ominous of all, a figure known as 'Solidus Snake'. Could the current online rumours of a Solid Snake clone appearing in the game be true?

The figures have all been discussed with Hideo Kojima, who according to President and COO of Todd McFarlane Entertainment Terry Fitzgerald. Is a huge toy fan. "He heard that I was in their corporate office in Tokyo and requested a meeting that day with myself and the chairman of Konaml. Between the two of them, they claimed to have every figure we've ever produced!" Kojima was adamant that McFarlane should produce the toys, sending four designers to

the company's HQ in New Jersey. "All concept sketches, production drawings, sculpts and stuff were sent to Tokyo for his approval. We wanted to make sure he was involved in every step of the production process," says Fitzgerald.

For those eager to get their hands on this smart collection of MGS2 figures, the whole range will be in selected UK shops before Christmas at an approximate price of £12-15. Metal Gear Solid 2 the videogame meanwhile, is scheduled for a March 2002 release on these shores and OPS2 can confirm that a huge world exclusive playable demo will be free with this magazine in the summer. Start salivating now...  $\square$  JS

\*For more info check out www.spawn.com. For UK toy suppliers contact Star Images on 0207 249 4662.



# BLUELINES

Medal of Honor is coming to PS2. The game will be called Medal of Honor: Frontline >> Final Fantasy creator Hironobu Sakaguchi was one of three Japanese Square execs tending his resignation to appease investors after disappointing financial results last year. Wisely it was turned down >> Namco is to release a USB version of their GunCon peripheral for use with PS2. Namco's spooky shooter Vampire Night and a Time Crisis sequel are already confirmed >> TDK Mediactive (Land Before Time on PSone) is to develop titles for PS2

# HEAVY METAL

Put down that soldering iron - Robot Wars is heading to PS2.

IF THEY HAVEN'T already Incorporated its circuit boards, ribbed casing and CD tray mechanism into their latest mechanised, garage opus, roboteers the country over will soon be able to use their PS2 in its conventional capacity: to play BBC2's surprise hit show *Robot Wars* from the Craig Charles quip free arena of their own living rooms.

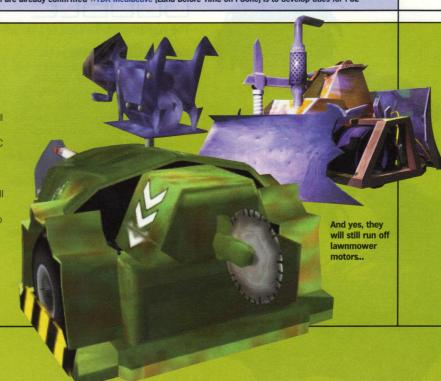
A rallying cry to amateur engineers and spods since its TV debut three years ago, Robot Wars has notched up impressive audiences mainly due to some genuinely gripping showdowns between those homemade bots (with plenty of interference from the show's own tooled-up 'house' machines). Now the likes of Sgt Bash, Shunt and er... Matilda

are being lovingly recreated in a game that will try to capture the spirit of the programme.

Dave Anderson, Executive Producer at BBC Multimedia is understandably excited by Auntie's PS2 project. "All the elements that people recognise from the television show – robot creation, development and combat – will be there for gamers to recreate.

"Players will be able to launch straight into the game using existing robots or spend time designing their own bespoke creations. There will also be opportunities to play training exercises and games which will extend the *Robot Wars* ethos into new features and terrains." *Robot Wars* is scheduled for release in the UK on 30 November. 

PF





Codemasters unveil their rip-roaring World War II action/adventure Prisoner of War.

ATTEMPTS TO ESCAPE from German POW camps in WWII has captured the imagination of filmmakers and writers ever since the war ended. Now a videogame developer is set to give PS2 owners the chance to experience what it's like to risk their lives in the pursuit of freedom.

Prisoner of War (working title) is a brand new third-person action adventure from Codemasters that follows the fortunes of four Allied officers from Britain, France, Holland and the US in their heroic bids to flee from the clutches of the Nazis, eventually meeting up in the notorious 'escape-proof camp of Colditz. Developed by Wide Games, POW is based on real-life camps and uses advanced AI to create an engaging environment.

"That's going to be the thing that really sets this game apart," says Codies' Chief Game Designer David Osbourn. "We have POW's wandering round, talking to each other, having lunch, playing football and so on. German guards are always on patrol. can see through fences and hear you if you knock something over, shouting out to other guards if you're up to no good."

Rather than include a collection of machine guns and sniper rifles to dispose

# //POW is based on real-life camps and advanced AI creates engaging gameplay//



Enemy Al is expertly tuned - if they see you, you're a ex-POW.

An escape attempt that's failed. A stint in solitary now beckons.

of enemies, players have to use the key skills that each Allied officer possesses to escape, such as athleticism, linguistics or a bit of good old-fashioned charm. Executive Producer at Wide Games, Carl Jones, believes that this will give PS2 gamers a unique challenge: "The number of ways to escape from one of our camps will never be set in stone. We'll find and hone as many as we can, but the resourceful player is bound to find a way out that our guys have never even thought of."

Prisoner of War has a stunning new graphics engine - 3D Atlas - that looks gorgeous and drives incredibly realistic ingame physics. In practice this means objects are constructed with materials that have different properties. "Information is held on whether they're buoyant, flammable, if they bounce, the friction of the surface, if they shatter - the list goes on," says Jones. "This allows us to construct environments which, when undisturbed, can just sit there looking pretty, then the moment a character walks in and kicks over a table everything will go flying - a lit candle could end up setting the carpet on fire and china plates could shatter."

With the addition of an involving story line and evocative sound effects that'll build the tension and suspense in the camps to extreme levels, Prisoner of War will be an explosive Christmas title - more news just as soon as OPS2 decodes it... 

JS

HISTORY LESSON



Developer Wide Games has really done its history homework. Carl Jones, POWs Executive Producer told OPS2, "For Colditz we wanted to make sure that we got the look exactly right. It's an incredible castle that was, obviously, full of potential escape routes for prisoners held there. So, to make sure our version was accurate, we sent our artists to the castle with digital and video cameras to get genuine footage."

David Osbourn, Chief Game Designer adds, "The actual camp buildings and surroundings are as accurate as we can make them based on the material we can find - although layouts have been tweaked to ensure *POW* is as fun as possible. Some of the escapes are based on real-life events that we've researched, but not all of them. We've taken inspiration from what happened at these camps and made an exciting PS2 game."



# ロートレド

Like your bike-racing faster than light? Welcome to the future worlds of Extreme G3.

WHILE VISITING ACCLAIM'S Cheltenham Studio for this issue's exclusive look at Crazy Taxi, OPS2 had the chance to look at the developer's futuristic bike racer, Extreme G3.

"The original Extreme-G appeared on the N64 around four or five yearş ago," explains Nick Harper, Senior Designer. "The premise of the game then was to make the fastest racing experience on any console - and that goal was certainly achieved. Obviously we didn't want to distance ourselves too much from the original XG series, so superfast bikes bombing around twisting racetracks is still very much order of the day for PS2."

Of course, being set in The Future™ don't expect XG3's range of 12 bikes to be ramped up versions of Honda 50cc crunchboxes. This is a race, and if you want to win, you'll need a little help along the way. Alongside turbo boosts, each racing team has an array of weapons that truly do the business.

"One of our favourite weapons is the rear blasters," continues Harper. "Originally they

were designed to give the player a tremendous burst of speed, but if timed well they can also be used to scorch a tailgating rider. With the other weapons, a speedobsessed rider may concentrate on getting just defensive weapons, whereas a weaker rider may purchase loads of aggressive weapons and blast his way to victory."

The weapons are just one superbly animated part of what is already a great looking game. Special effects, detailed bike animation (air brakes, flaps, weapons and thrusters all animate in-game) and detailed track design (see Bridging The Gap) all make XG3 looks the business, but it's the use of teams in the vein of Ridge Racer V that set it apart. This is no anonymous racer.

"There are six teams in total, each with their own background and racing style. For example, one team is run by rich kids so their racing style is flashy and aggressive, Another team only employs women because they're more cunning!" laughs Harper.

So superfast speeds, futuristic racing, race teams with corporate logos, head-tohead split-screen action... Bikes or no bikes, there's a certain SCEE game that's on the tip of our tongues

"Obviously the two games offer similar aspects," concedes Harper as OPS2 mentions the 'W' word. "However, we think XG3 will surpass the WipEout experience. First, because you are racing on a bike rather than hovering over the track - you will really feel it. Second, by making the game moneyoriented we're giving the player a lot more choice. Third, our weapons focus on impact and destruction. The WipEout weapons only slowed opponents down. Finally, we're concentrating on character progression, and co-operative teamplay, adding a new dimension to the experience.

The gauntlet has been laid down. Over to you, Studio Liverpool - and may the best ballistic-future-racer-with-killer-weaponryand-vomit-inducing-tracks win... 

MG



# BRIDGING HE GAP

G3's tracks will come with one

Not only has the Cheltenham studio distanced itself from WipEout by the more 'solid' feel of the superbikes on offer, solid need of the superiorises of order, they've incorporated track design and game environment into one 'believable' whole. Rather than simply 'floating' in the air like a hellum-filled roller coaster, Extreme G3's tracks will be firmly bolted, welded, fastened and fixed to the ground. As our screenshots show, the resulting race arenas look as 'real' as a light speed

bike racer's race arenas can be...
"If a track races through a chasm twisting and spiralling around, architecturally it would require supports and structures to ensure it didn't collapse under the strain of the bikes," confirms Harper. "However, our biggest priority was gameplay and it's important to us the tracks are fun to race on - we don't want players to feel like the track is their enemy That's the job of the opposing riders..."









Old Speccy classics come to the PS2 courtesy of Jester Interactive.

HANDS UP WHO remembers Manic Miner or Jet Set Willy? Anyone raising a tentative palm skyward must be pushing 30... no offence. For those reminiscing over the aging titles, or if you're too young to remember them and want to know what all the fuss is about. Jester Interactive (MTV Music Generator) is bringing classics from Clive Sinclair's vintage home computer, the ZX Spectrum, to PS2.

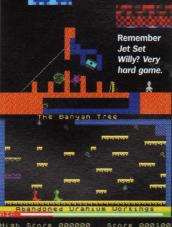
We're not talking the likes of Space Invaders or Asteroids - revised editions that appeared and subsequently disappeared on PSone - we're talking about Software Projects' seminal platformer Jet Set Willy. But why resurrect old franchises when other past greats have fallen by the wayside when rereleased? Chris Morland, Jester's Marketing Manager explains, "Manic Miner and Jet Set Willy are titles

that are established in the consciousness of old skool gamers. We're sure with a little nurturing they can return stronger than ever to captivate a whole new generation of videogame players."

Morland confirmed that original programmer Matthew Smith is not currently involved in the new millennium remakes. "Willy's adventures will be a whole new beginning for the character. The original games are simply providing a template that allows us to create something special and contemporary."

Although there are no plans to revive other games just yet, Jester recently acquired the rights to games developed by maestros Andy Braybrook and Steve Turner including Paradroid and Uridium. Meanwhile, take comfort all you codgers out there your childhood is rushing back to greet you. 

BL



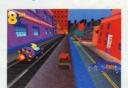
Manic Miner? It used to look pretty rad, non?

\*\*\*\*

\* \*

# aalleri

A hand-picked selection of fragrant PS2 fruit.



WACKY RACES Release date: June

Dastardly and Muttley pursue their evil plans in a mad PS2 version of the arcade racer. Featuring Hanna & Barbera characters and stuffed with crazy cars, tracks and weapons



### THE JUNGLE BOOK: RHYTHM 'N' GROOVE

Publisher: Ubi Soft Release date: April

PS2 remake of PSone dancing game Jungle Book Groove Party. Includes Lou Bega and comes packaged with a dance mat for the price as a PS2 title.



### WTA TOUR TENNIS Publisher: Konami Release date: September

Officially licenced WTA tennis game featuring top ranked women players. Konami's latest sports franchise promises silky gameplay with realistic motion-



### PHASE PARADOX Publisher: SCEI Release date: TBC

A frightening sci-fi survival horror aboard a disabled spaceship called the Gallant. Played from the perspective of three different characters, you must ascertain what went wrong with the deep space mission and survive unimaginable alien nasties

# **FIVE ALIVE?**

Five retro Speccy games that would be great on PS2.



### **Knight Lore**

You've got just 40 days and 40 nights to prevent a curse from turning you into a slavering werewolf. There's plenty of scope for evil-doings in this isometric puzzler

### **Skool Daze**

Cause chaos in a comprehensive. Run around firing ink pellets at teachers and writing rude words on the blackboard. A Grange Hill franchise beckons

### Renegade

Street thugs kidnap your girl and you have to fight tooth and nail with members of the gang to rescue her. It would be perfect. Remember Big Bertha? She rocked - and how

# RESCUE THE HOSTAGES **Operation Wolf**

Amidst countless promises of

shipments and a select few stores

selling PS2s at daft prices (R5.000 -

videogaming community in South

Africa is still waiting for the PS2. The

machine was launched to local media

several times, but excitement caused

by this exposure has worked against

the local distributors, by building false

hopes. South Africa has always been a

console having a decent foothold. Let's

hope the company get PS2s in gamers'

good market for Sony, with no other

hands ASAP. SIPHO GOGOTYA

approximately £500) the majority of the

First-person shooter *Op Wolf* had us blasting terrorists and shooting grenades into midair. How good would a remake be? Empire Interactive may have the answer soon

### Dizzy

Daft, soft-boiled egg rescued various members of his family and proved more difficult than it looked. Who knows, Codemasters might even bring him back. Well, maybe.

## THIS MONTH S REZICA VIDEOGAMING ON A GLOBAL SCALE



### FIVE MIND-BLOWING FACTS ABOUT SOUTH AFRICA

1. Matimba's power station is the world's largest direct dry-

South Africa is the second largest exporter of fruit.

3. Electronic tagging called 'Supertag' used in SA is the only system on the planet that can accurately 'read' the entire contents of a supermarket trolley at once.

4. The Lost City Resort Hotel 4. The Lost City Resort Hotel is the largest theme resort hotel in the world as well as the largest building project ever undertaken in the southern hemisphere.

5. The Kruger National Park 5. The Kruger National Park the Grande Dame of nature reserves, supports the greatest variety of wildlife species anywhere on the African continent.

### Top 10 SA PS2 games

1. Tekken Tag Tournament

3. Ridge Racer V 4. TimeSplitters

5. FIFA 2001

6. X-Squad

7. NBA 2001

8. Armored Core 2

9. F1 Racing Championship 10. Theme Park World



# BILLIEI INES

News just in! Namco has confirmed that it is working on PlayStation 2 sequels to Tekken, Mr Driller, Soul Calibur, Ridge Racer and Moto GP >> Long running RPG series Baldur's Gate is due to hit the PS2 in style with its new chapter Dark Alliance >> D eveloper Metro3D is bringing its action heavy, isometric RPG Dark Angel (already a Dreamcast hit) to PS2. In it you play a woman battling to find the source of a killer plague >> EA will add Rugby to its growing roster of sporting titles with a PS2 game in development







As PS2 titles become more immersive, games become more filmic. Alone in the Dark: TNN is a prime example of this. Oh, and it'll scare the hell out of you.

# BE VERY AFRAIC

Spooky goings-on in Infogrames' Alone in the Dark: The New Nightmare.

**YOU'RE STANDING IN** a dark and creaking ancient house. You suddenly hear an unearthly sound behind you and swing round, a torch shaking in your hand. As you train a fading, yellow beam of light on an old door, the handle turns ever so slowly and a low and deeply unsettling moan emanates from the room beyond...

Welcome to the terrifying world of Alone in the Dark: The New Nightmare, a PlayStation 2 game that should send shivers tumbling down quite a few spines. Developed by DarkWorks, but currently being coded by Spiral House, this is the fourth in the nightmare-inducing adventure series featuring Private Investigator Edward Carnby. The mystery surrounds the death of his friend, Charles Fiske, who's body has been washed up on the shore of the enigmatic Shadow Island.

The plot sets up the objectives of the game. Can Carnby find the murderer, uncover what Fiske was looking for and unearth the the secret of the island's deserted mansion? The New Nightmare is

in the tradition of survival horror titles such as Silent Hill and the Resident Evil series, but it's the extraordinary level of graphical detail that creates a new intensity of fear, with realistic torchlight giving eerie glimpses of a mansion straight out of the restless fantasies of cult novelist HP Lovecraft.

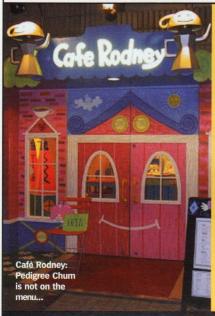
DarkWorks promises an atmospheric 3D adventure – the player battling hordes of horrific light-fearing monsters armed with an array of weapons including shotguns, rifles and bright laser cannons. Alone in the Dark: The New Nightmare emerges from the shadows onto PlayStation 2 in September. 

Description:

# THE GRID #Ø6: Which of your favourite celebrities are turning up in PS2 games?

2 Miles per again of the formation	Who hell they?	What game are they in?	And what the heckage are they doing in the game?	Fame factor?	So, what game should they appear in next?
Michael Jackson	The King of Pop. Starting out as the diddy star of the Jackson 5, Michael dumped his bros to forge a career that's resulted in big record sales, world peace and jokes about blowing Bubbles.	Ready 2 Rumble: Round 2 from Midway. Michael was such a fan of the series, that not only did he have his dance moves motion captured for free, he also agreed to perform some boxing moves. What a chance.	MJ pulls off silky moonwalks and a barrage of hurty punches. FACT: Jackson's high pitched whoops and gutsy singing noises couldn't appear in the game – their copyright is owned by his record company.	Michael Jackson is one of the most famous people on the planet – even more well-known than Ritchie out of Five and everything, <b>11/10</b>	Mikey's Thriller video demonstrated his appreciation of eating ladies while being dead – Mikami should deffo use him in the next Resident Evil.
Takeshi Kaneshiro	He's the 27-year-old Japanese heart- throb who's released a host of pop albums and appeared in movie classics Chungking Express and Follen Angels. Them orange chicks dig his hair.	Onimusha: Warlords by Capcom, which is well on the way to becoming PS2's first million-seller in Japan. Posters advertising the game are all over major Japanese cities showing off his sexy head.	Takeshi plays a samurai bod called Samanosuke, a sword-slashing hero who's out to vanquish demons, trolls, skeletons and any other evil bastards on the way to bedding a beautiful princess.	Extremely well-famous in Japan, but virtually unrecognisable to the rest of the world. Who hell he? <b>2/10</b>	With his teen-scream singing voice Takeshi would be perfect alongside foul-mouthed pop virgin Britney Spears in Jaleco's next Stepping Selection game.
Shaquille O'Neal	O'Neal is the large basketball genius from the Los Angeles Lakers. Apparently his first two names Shaquille and Rashaun mean 'Little Warrlor' in Islam. Yeah, right.	Midway's arcade b-ball Jam NBA Hoopz [reviewed page 112] Shaq was motion-captured for Hoopz and is featured on the cover holding a flaming basketball. Which would hurt. Also in Reody 2 Rumble: Round 2.	The Shaq attacks his many extravagant moves in NBA Hoopz, based around the standard theme of jumping spinning and putting a ball through a big metal hoop.	Extremely famous – especially in the US – although a string of Hollywood blockbusters such as <i>Kazaam</i> keep him stranded on the edge of what you might class as true stardom. <b>6/10</b>	Shaq is also a bit of a rapper, with si albums already unleashed to a dead public. Expect to see the gangly here muscling onto a trendy skateboarding licence's soundtrack very soon.
Lou Bega	He's the cheeky chancer who grated everybody's wisdom teeth with Mambo #5. You know. The one that goes, "A little harmonica in my wife", Or something.	The Jungle Book: Rhythm n' Groove from Ubl Soft, which comes complete with a dance mat and much nicer graphics than the exactly-the-same PSone game, The Jungle Book Groove Party.	Lou pops up to perform I Wanna Be LIke You with Mr King Loule and a collection of cartoon animals in the tradition of such stars like the crows from Dumbo and MC Skat Kat from that Paula Abdul video.	A definite Z-grade celeb after subsequent singles overflowed from bargain bins quicker than the Jamie Oliver DIY tattoo kit. 2/10	Lou could do with an overhaul to give the illusion of him being mysterious superstar – cue bonkers appearance of him garotting a guard in Metal Gear 3. Or he could just move in with Jacko.
Muhammad Ali	The greatest heavyweight boxer that has ever lived ever. Not Lou Bega.	Knockout Kings 2001 by them EA Sports people, who also throw in other famous puglists of the past and present including Lennox Lewis and Mr Jack Dempsey.	All is a classy act that gamers can choose to play as or lose against. Wanna fly like a butterfly and sting like a bee? Now you can.	Worship this man for he is a GOD. <b>10/10</b>	Anyone take a bet that Muhammad Ali won't turn up in next year's Knockout Kings 2002? Exactly, but it'd be great to see him jabbing the living death out of Gun Jack in the next Tekken.
Donald Duck	The Hawkeye to the Mouse's BJ, Donald is the coolest duck this side of Daffy, Or Duckman. Or Howard. Has a rather scrumptious gliffiend called Daisy – if you happen to be attracted to fowl, that is.	Donald Duck: Quack Attack, a shameless Crash Bandicoot rip-off from Ubl Soft that throws our feathered flend into a dullard pseudo 3D platformer.	Good question. Donald has to rescue Daisy from an evil magician called Merlock by collecting weather vanes. No, us neither. Unfortunately, in this universe, ducks can actually drown, so his task is a tad stupid.	Extremely very famous, but a poor second in the videogaming hall of fame to Sonic, Marlo and Crash.  8/10	He's already appeared in TimeSplitters – sort of. Free Rad's FPS has numerous bonkers challenges involving the mowing down of hundreds of orange-billed characters called Duckman.
Mr President and The First Lady	One uncannily looks like the cigar- chomping, big-balled, fake-smilled ex- Leader Of The Free World. AND THE OTHER LOOKS LIKE BILL CLINTON! Thankyouverymuch.	It's comedy beat-'em-up again – he's in Ready 2 Rumble: Round 2. Midway included the pair as special bourd characters. Cool, especially given the US election being at the same time as the game's release.	Wearing stars and stripes shorts, Mr Prez staggers around the ring taunting opponents with shouts of "Your punch has been vetoed!" and "Til show you who's president!" Airight already, we get it.	Both are extremely recognisable as ex-residents of the White House. You know, the ones who nicked all the chairs. <b>8/10</b>	An appearance in a gore-splattered first-person shooter such as <i>Unreal Tournament</i> would definitely be worth paying to see. Or <i>The Sirns</i> .
Harry Gregson-Williams	He's the England-born composer who has produced soundtracks for Hollywood hits such as <i>The Rock</i> , <i>Armageddon</i> and <i>Enemy of the State</i> . Look, he's in films so we're being nice.	Hazza has been busy writing the sweeping cinematic music for Hideo Kojima's forthcoming masterpiece Metal Gear Solid 2. So he can do no wrong, right?	In keeping with his action movie heritage, Greggey has provided an electrifying aural background to the on-screen action, the music changing to capture the mood at different points in the game. It says here.	Not exactly a household name, but one might imagine he's respected in trendy film circles. That said, Armageddon 3/10	His expertise in making atmospheric soundtracks should be fully utilised in the upcoming PS2 remake of 1983 platforming ZX Spectrum hero Jet Set Willy. And we're serious here.





# CHEZ PARAPPE

Everyone's favourite 2D cartoon rapping dog inspires Café Rodney.

WHILE JAPANESE PARAPPA The Rapper fans anxiously wait for his PS2 debut and anime starting this April, they could always pop by Tokyo's Café Rodney to ponder what's next in store for the beanie'd chap while having a bite. Located in the Japanese capital's posh Omotesando district, the Café's Interior has been designed by the game's character designer Rodney Alan Greenblat. Unmistakably PaRappa-esque in atmosphere, it's a cute and wacky experience that's not unlike the game.

Greenblat's association with Sony started in 1995 with the publication of his characters by Sony Creative Products. PaRappa was born the next year and the designer started working with popular girl duo *Puffy*, designing their CD covers and more recently, their TV show set. Thunder Bunny, the *Um Jammer Lammy* cast

and Shonen Knife LP covers followed, with the restaurant opening last year.

Inside Café Rodney illustrations grace everything from the furniture, paintings and fab napkin holders, right down to the sugar packets, matches and moist towel packs. The place mats require patrons to complete the half-finished illustration and if you hand it in to the staff it'll be posted on the cafés Web site.

And the food? With coffee at three pounds and meals averaging nine (*Thunder Bunny* sarnie anyone?) prices are definitely in the Omotesando range. Still it's worth the visit if not just to have the opportunity to buy a *PaRappa The Rapper* themed toaster from the merchandise section. Now your toast can pop while you bop. Ahem. 

AW

\*See the mats at www.rodneyfun.com/cafe

# 30 DAYS

A MONTH IN THE LIFE OF OPSZ'S

Day 1 (January 18): The Tales of Eternia anime started this month. But its only showing on cable. Damn. Pick



Day 17: It's been out a while now, but I spot a 'High Grade Box' of Takara's racing game Choro Q. The bonus goodles? A 'race queen' doll that looks like something you'd give a baby girl, plus a toy car. Hmmm, must've sold like hot cakes. Well, to me anyway.



Day 26: Walk straight into an stage event right outside Shinjuku station and am accosted by a smilling campaign girl. Turns out she's promoting telecommunications giant NTT DOCOMO's new wireless visual and audio devices. The former's named Eggy – not that it looks anything like an egg. Fitting snugly in your palm, it offers TV, music videos, anime, movies. email and various information services. Of course, there's a digital camera thrown in. Unfortunately she takes a pic of me unshaven and a tad haggard after an all-nighter. Admittedly Eggy's very cool and techy but do you really want to watch that epic movie or cool anime on a screen that's smaller than your palm?

Day 28: On the Japanese version of Valentine's Day, it's the girts that buy the gifts. And the gift of choice is chocolate. I've seen so many chocolate stands swarming with women after an extravagantly wrapped gift box, I'm sick of them. Chocolates, that is. The good news is that the presents aren't just limited to significant others, they go to dads and friends as well. I now have enough chocolate to last me a week.

Day 30: What's hot at the shops? According to variety shows, its soft animal toys with long vibrating arms, which you drape over your chair for a massage!

Japanese use of 'the rack' on soft toys is still not outlawed.

# BIG GAME!

It's not just action or horror addicts who rushed out for Capcom's latest. The 800,000+ PSZ bestseller has also attracted fans of cinema heart-throb Takeshi Kaneshiro, who plays the game's protagonist. This has turned out to be a very canny move. Many of the film star's female fans have bought the game for the sole purpose of watching the bonus DVD that accompanies it with no interest in playing Onlmusha at all. Swoon.



# PREVIEW! PREVIEW!

# INTRODUCTION VERSION)

Can't wait for Armored Core: Another Age? Mecha fans can pass the time with J-Phoenix, which puts the player in the hot seat of a gigantic Panzer Frame to fight off invaders. AC veterans will have a zero learning curve as the control system and presentation (right down to the 3D map) is virtually identical. Similarly, there's plenty of customisation options for parts and weapons to build the ultimate fighting machine.



# CRAZY TOY!

# HERE COMES DOMO-KUN

Got a spare £716? If so, a 1/1 scale Domo-kun can be yours. Described by *OPS2*'s Richards-san as a 'square, squashed turd' with an expressionless growl' the chunky mascot for local TV station NHK nevertheless has his own animated segment. Not to mention an impressive merchandise line fuelled by a largely female fanbase from kiddles to, well, more mature women. They reckon he's 'cute.' So looks don't

Domo-kun. Can anyone else smell something?

matter after all..

# PS2 CHARTS

# JAPANESE TOP 10



- 1. ONIMUSHA (CAPCOM)
- 2. SPACE VENUS: STARRING MORNING MUSUME (SCEI)
- 3. HAJIME NO IPPO: VICTORIOUS BOXERS [ESP]
- 4. LUNATIC DAWN TEMPEST (ARTDINK)
- 5. MADDEN NFL SUPERBOWL 2001 (ELECTRONIC ARTS/SQUARE)
- 6. MOBILE SUIT GUNDAM (BANDAI)
- 7. THE BOUNCER (SQUARE)
- 8. THE SKY ODYSSEY (SCEI)
- 9. JIKKYO POWERFUL PRO BASEBALL 7
  [KONAMI]
- 10. SEVEN: THE CAVALRY OF MOLMORTH (NAMCO)

\*Chart source: Weekly Famitsu PS2/Degenki (20-23/2/2001)

# SPY



# #06: MINES

So what's a mine then?
If you could put the word 'boo!' in an invisible box with a big fizzing firework next to it then that's what a mine would be. Only a bit angrier

So it's a nice surprise then? Not really. If you find a mine (be it in box form or as a small blinking wall mounted device) then it'll go off. They're sensitive and don't like being disturbed. If you do wake them up they'll shower you in shards of metal

What would I want one for then?
Well, you can plant them where you think you enemies might be thus causing them mucho damage without the fear of retribution. You'll be somewhere completely different, laying another set of mines or stealing the much sought after treasure that would otherwise prove impossible if you hadn't used the mine before

Where do I get them from then?

Stuck on SSX? Head to our

134 for full ma

TimeSplitters to Crash Team Racing to Defender. They are often in crates, lying around. Beware of the colours though if they're red they could ready to explode. If they're green you can pick them up happily and lay them in some unfortunate soul's path.



Sheer terror in outer space with Run Like Hell.

### **EVERYONE HAS EXPERIENCED fitful**

nightmares when someone or something is following you inexorably and there's absolutely nothing you can do to get away. This frightening premise is at the dark core of Interplay's new sci-fi survival horror game Run Like Hell.

Beginning on a space station orbiting a distant planet called Centauri II, a vicious extraterrestrial invades, devouring and taking over the bodies of almost the entire crew. As Captain Nick Connor, you must always stay one step ahead of the creatures trailing behind you,

while trying to discover a means of destroying the zealous xenomorph.

The life form can assume the shape of numerous nasties, including human mutants crafted from the body parts of slain crewmen and a brutal, scaly beast with a mouthful of razor-sharp molars that would keepa certain Ms Ripley awake at night. Connor can run faster than the monsters, but they soon catch up if he stays in one place too long or finds himself backed into a corner, leaving him the only option of, yes, running like hell.

With incredibly atmospheric 3D environments, detailed animation and heartbeat quickening sound effects, Run Like Hell has production values normally associated with Hollywood and a voice cast list which includes such seasoned sci-fi stars as Lance Henriksen (Bishop in Alien/Aliens), Michael Ironside (V and Rasczak in Starship Troopers) and Kate Mulgrew (Captain Janeway in Star Trek Voyager). Listen out for the eerie footsteps of Interplay's latest potential PlayStation 2 smash 

The movers and shakers in the UK PlayStation 2 Top 10.

# **#3: TIMESPLITTERS**

Shooting back up the charts is OPS2's perennial first-person shooter favourite TimeSplitters, giving PS2 owners the best in player split-screen action. Expect this to change when Quake III and Unreal Tournament are released this April.



# **#10: MIDNIGHT CLUB**

Rockstar's city-based racer shifts up a gear into a top ten position. despite average reviews. The mixture of slick graphics and fast action is proving irresistible to PS2 owners despite the poor handling the vehicles suffer. Again, expect a sequel in 2002.

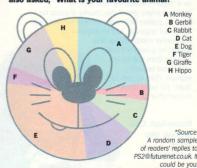
# QUESTION: We asked 25 gamers, "Which Sega Dreamcast game would you like to see on PS2?"

FACT BELCH

WeE set the questions. YOU give the answers.



QUESTION: in the spiurit of Revolver Ocelot, we also asked. "What is your favourite animal?"



### TITLE DEVELOPER PUBLISHER SSX EA Sports Big. FA Sports Big 2. TEKKEN TAG TOURNAMENT... ....Namco SCEE 3. TIMESPLITTERS ..Free Radical Design.....Eidos 4. FIFA 2001 ..EA Sports ..EA Sports.... RIDGE RACER V. 5. ...Namco.. SCEE 6. **DEAD OR ALIVE 2** Tecmo SCFF 7. SMUGGLER'S RUN Angel Studios. ..Rockstar 8. ISS KCEO. ..Konami 9. SILENT SCOPE. ...KCE Studios. ..Konami 10. MIDNIGHT CLUB. ...Angel Studios... ...Rockstar

\*Charts © ELSPA/Compiled By Chart-Track (w/e 10/02/01)

# #1: SSX

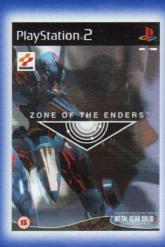
It's the third month at the top of the icy gaming mountain for EA's gnificent snowboarding extravaganza SSX. A DVD 'Director's Cut' of the game will appear later in the year featuring new courses and titles. A completely new SSX game will be released in 2002.

# seriously addictive...



# **ARMORED CORE 2**

Earth Year 223: following Earth's largest corporation, obtained detailed plans relating to the Mars Research Project. Included in these plans was the Mars Terraforming Project, which outlined the use of unmanned artificially intelligent Armored Core battles using a nearly endless combination of parts and weapons.



# **ZONE OF THE ENDERS**

After witnessing the death of his friends under the foot of a giant Mech, Leo stumbles into the cockpit of a revolutionary new Mech. From here on in, begins the story of a young boy, trying to come to terms with his fear of death and loathing for killing. Only by becoming what he hates will he survive and realise his destiny. His most dogged opponent is the beautiful and twisted Viola. Following her defeat at the hands of Leo early in the story, she must have her revenge and teach this youngster the root of true power.

Includes a free playable demo of



# **SHADOW OF MEMORIES**

Eike is murdered in the street.. His next memory is of being offered the chance to relive his life, this time He maybe able to cheat death once, but if you don't get to the root of the cause, fate will catch up with time travel device, Eike must try to change the future to have any discovering his true purpose.

"A brilliantly conceived, wonderfully executed game" 5/5 Computer and Video Games



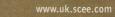
# **OUAKE III REVOLUTION**

The world's leading first person PlayStation 2. Utilising the power of PlayStation 2, Quake III Revolution throttles players through amazingly detailed levels of ultra-smooth action, pitting them against the fiercest warriors in the universe. As players' skills develop, so too does their character as they blast their way through various game modes until they are the ultimate battle-proven warriors. Includes a robust new single player experience as well as action-packed 4-way split screen.

All titles subject to availability at participating stores only.













The official 4-player multitap for PlayStation 2. Stuff your mates.

How do you like them-Hammered? Pulverised? Humiliated? Plug a multitap into PlayStation 2 and have the wretches whatever way you want. Multiplayer titles including classics like Tekken Tag Tournament, Fifa 2001, Dead or Alive 2, Timesplitters and Track & Field. A word of warning though. Some amigos may be lost forever.







# shorks

»Electronic Arts has revealed ambitious plans for online gaming worlds. EA's President John Riccitiello announced that there will be special versions of sports titles including Tiger Woods Arena, FIFA Online and NASCAR Online as well as persistent online worlds featuring The Sims, Harry Potter and James Bond. The PS2 awaits.

»All-powerful mouse house, Disney is close to inking a deal to produce a sequel to the 1982 sci-fl videogame movie *Tron*. Despite tanking at the box office on its release the CGI-heavy movie has matured into cult status, with the chances of a PS2 spin-off from *Tron 2.0* being understandably very high. What price a *Discs of Tron* remake?!

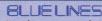
»Konami has bought a 60% share in People Inc, Japan's largest fitness club chain. The company plans to create combined health/entertainment centres, taking some of the monotony out of exercise software-based incentives to shake a leg.

»In Japan, Sony has celebrated the first birthday of PS2 with a series of events at their building in Tokyo's Ginza district. Between 24 February and 25 March members of the public could check out footage and playable demos of forthcoming titles including Extermination, GT3: Aspec and Resident Evil Code: Veronica X. Us next!

»Capcom, 2D beat-'em-up supremos [Street Fighter] has gone weird with their latest offering, Jo-Jo's Bizarre Adventure. Based on the distinctly weird manga comic book series of the same name, this quirky fighter boasts a hugely stylised look and a story based on a magic mask and bizarre psychic entities.

»In the US, Namco's in house development team, Hometek, is working on a third-person action title Dead To Rights. Going against the current spy/steatth trend the game follows fugitive ex-cop (Slate), framed for his father's murder and on the trail of the real killer. The game promises John Woo-style balletic gunplay balanced with realistic puzzles and mystery.

»Twin Galaxies, official referee and scorekeeper for the gaming industry is celebrating its 20 years as arcade arbitrator by launching a campaign to find the world's best gamesplayers. Log onto their Web site (www.twingalaxies.com) and nominate high scoring players for inclusion in the planned book Official Video Game and Pinball Book of World Records.



Want have your name in Metal Gear Solid 2? Simply log onto the official site (www.konami.co.jp/kcej/mgs2name/input\_e.html), register and if your name is selected in the July lottery, your details will appear on an enemy soldier's dog tags for all the world to see »WWF is going to slam the PS2 with Smackdown 3, featuring 35 wrestlers, over 1000 moves and 78 different match styles »First came SCE with Extermination now Virgin is going for the horror/adventure jugular with its upcoming thriller Hidden Invasion





THE C-WORD

Convergence is a buzzword often thrown about in media circles, but it's becoming a reality with Sony's ambitious plans for PlayStation 2. The term basically describes the 'coming together' of various media such as telecommunications, the Internet, DVD movies, videogames and television into a single user experience. It's as much to do with the lifestyle of people as it is the technology itself – as people's lives get busier, they want more control over what information they want and when they to receive it. PS2 is seen as Sony's front line for the 'battle of the living room' – using ext-generation machine as a conduit for providing entertainment and information from a huge variety of sources We've said it before and we'll say it again your PS2 is more than just a damned fine games console.



IN A MOVE that will roll out a whole range of innovative services for PlayStation 2 owners, Sony has inked a deal with the world's biggest mobile phone service provider, Vodafone. The two companies will share research, development and marketing expertise to bring exciting telecommunications technology to both PSone and PS2. "The mobile gaming experience is set to become a reality," says Amit Pau, Managing Director at Vodafone Multimedia Limited. "Over the next few months, we'll be mobile enabling PlayStation with Internet content, which will mean that gamers will be able to get information wherever and

David Reeves, Vice President of Sales and Marketing at SCE is equally rhapsodic about the possibilities for gamers.

"In the future you'll be able interact via mobile phones with both PSone and PS2, beginning with the ability to call up for Web-based tips and hints." The services are being planned for a pre-Christmas roll-out on PS2, with Reeves also promising that in the future, "You might be downloading parts of the games to play or display on the phone or even access the Internet and the PlayStation

As Sony's Director of Technology, Paul Holman revealed in OPS2 #03 this could eventually allow gamers to design a level of TimeSplitters whilst on the move or save memorable moments from their favourite footie title - imagine a next-gen update of SCEI's cult Japanese addon, the PocketStation. The deal is important for Sony because Vodafone has such a large presence in the marketplace, but it's a non-exclusive agreement and other companies such as Nokia have already announced plans for WAP-enabled products for the PlayStation 2.

Meanwhile in Japan, Sony has just released a data cable kit costing ¥3500 (£20) that will allow communication between i-Mode mobile phones (from the NTT DoCoMo range) and PSone/PS2. This will enable Web browsing, editing of your mobile phone's address book and the sending/receiving of i-Mode emails that can be saved onto a Memory Card. The Vodafone deal will mean that such a system will soon be in place for lucky UK PSone and PS2 owners.

In other related news, Sony has also announced Japanese details of their Hard Disk Drive/broadband expansion unit. The release of the add-on pack should happen in July, potentially shipping the unit with a 40Gb drive plus a copyright protection system to prevent the copying and distribution of PlayStation 2 games via the Broadband network. The Hard Disk Drive/broadband setup will give PS2 gamers unique opportunities to surf the Internet and download movie trailers, games demos and extra levels for PS2 titles. Indeed, Final Fantasy X, Gran Turismo 3 and even Metal Gear Solid 2 are all rumoured to use Sony's new add-on. Announcements are expected for Europe shortly, but OPS2 expects the Hard Disk Drive in UK shops before Xmas. 

JS

# **\_\_**0|**\_**0| With **Guy Woodward**, Editor of coin-op bible AB Europe.

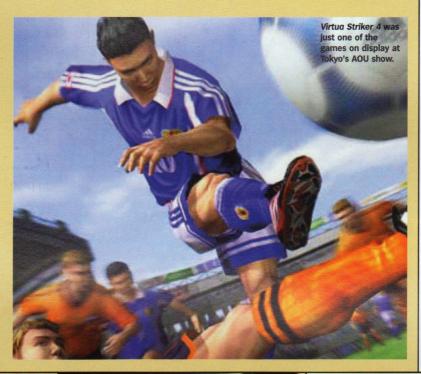
# E RISING SONIC

Japanese coin-op show reveals more Sega videogame goodies.

WITH SONY AND SEGA now best of friends and potentially even better bedfellows - all those with loyalties in the PS2 camp can now justifiably cast an eye over Sonic's wares without feeling like a married man eyeing up someone else's missus. So it was with sweaty palms but a clear conscience that OPS2 trekked to Tokyo for February's AOU show, where Sega was expected to show its latest coin-ops, for possible migration onto Dreamcast and, of course, PlayStation 2.

Among the ones to watch were sequels Virtua Striker 3 and Virtua Fighter 4 - both hosted on the Naomi 2 hardware platform - with the former said to feature some enticing innovations such as red and yellow cards and (at last) the offside rule. Sneak previews of Crazy Taxi 2 and Virtua Tennis 2 were also on the cards, together with the unveiling of Spikers' Battle (the sequel to Spikeout) and Dynamic Golf, for which Sega has high hopes. Initially, this game was set to feature a joystick shaped as a mini golf club, but, given that was just too silly, the final version will house a simple trackball. Say what you like about Sega, but it's never been short on game ideas - which can only be fantastic news for PS2 owners wanting the latest in button-bashing arcade action. 

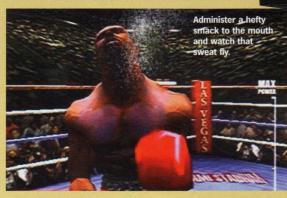
GW







.06: DAYTONA (1994) Seeing as we all love Sega at the moment, what better game to dig out of the vault than that timeless arcade classic Daytona. Oft imitated but never bettered, the seminal driver attracted players with a simple, competitive premise - namely that you always thought you could win. That and the seat moved. Daytona 2 didn't even get close, and to this day, most respectable arcades continue to house a bank of four of the trusty originals



Konami's punch-'em-up impresses the professionals.

Some people play videogames merely to let off pent-up aggression and tension. Which bodes well for Konami. Its new motion sensor technology, as seen in dance simulator Para Para Paradise, never really caught on in the UK – something to do with our restrained dancing style. The technique was more of a hit in the shoot-'em-up Police 24/7, where players duck behind buildings to dodge oncoming fire. Now it has been applied to a boxing title.

Mocap Boxing which pits arcade-goers in a world championship bout. Players bob and weave, jab and hook, with the results replicated on screen in the form of damage to their opponent. Apparently, Prince Naseem Hamed has already ordered one of the Konami cabinets for practise in his gym.





EA announces interactive online adventure.

EA is preparing to launch an online title called Majestic, a persistent, interactive, non-linear, story-telling game through EAcom, connecting players to the action via emails, text messages and faxes. In the same vein as future online RPG Final Fantasy XI, the aim is to allow home console owners to compete with arcade gamers playing on coin-ops located anywhere in the world.



# SOLDIER, SOLDIER

Take on those pesky Nazis once again in Commandos 2.

**PYRO STUDIOS' FORTHCOMING** real-time strategy *Commandos 2* is the latest PS2 game to be based on the battles of World War II. The concept is proving to be a perennial favourite of game developers with Spy already reporting on Codies' Colditz-inspired adventure title *Prisoner of War* this month [see page 49]

The Spanish developer began its World War II strategy franchise with the million-selling Commandos: Behind Enemy Lines in 1998, but Pyro's CEO Ignacio Perez believes the new PS2 sequel will easily surpass the achievements of that atmospheric PC title, "This isn't just a translation of the PC game, it's next-generation. We want to offer PlayStation 2

//A new animal character, Whiskey the dog, can be used to carry grenades//

users the possibility of playing a new game, using the benefits of the console."

Players take command of up to eight different characters – depending on the mission – with each possessing unique skills such as handling explosives, thieving or sniping, bringing in the huge tactical element of who to choose for a particular mission behind enemy lines. For example, a new animal character, Whiskey the dog can be used to carry grenades to ammostarved players in different locations, with patrolling guards much less likely to suspect a cute canine of being a spy.

A wide variety of indoor and outdoor environments have been mapped out in Commandos 2, including a snow-blasted Arctic submarine base and tropical island complete with dense, camouflage-friendly forest. Everything is presented via a beautifully-detailed isometric 3D graphics engine that can be fully rotated so gamers can keep an eye on all of their heroic troops' movements. Team members can

carry and exchange weapons and objects, plus interact with vehicles based on real-life WWII models such as Panzer Tanks and Jeeps.

, As for the enemy soldiers, the Al has been fine-tuned so that they patrol constantly, react to suspicious noises and alert their fellow officers if any of your team are accidentally discovered.

The involving story line is packed with character-developing cut-scenes, takes gamers through varied scenarios, some of which have been based on war movies including Saving Private Ryan and Bridge on the River Kwai. Pyro Studios also promises an excellent two-player split-screen mode, where PS2 gamers have to work together in nail-biting co-operative missions to defeat German and Japanese forces. Commandos 2 is shaping up to be an intriguing and atmospheric real-time strategy title with Eidos preparing to liberate the game for its PS2 release this September. More next issue. 

JS



### WOT NO MOUSE? Playing a RTS with Dual Shock 2.

Real-time strategy titles have always been a staple diet for PC gamers, with a plethora of titles, including the original Commandos, requiring mouse and keyboard to control the on-screen action. Now PlayStation 2 can deliver graphics as good as top-of-the-range PCs, developers are grappling with the problem of how to adapt the myriad of key commands into a console-friendly user interface.

Pyro Studios has decided to redesign the

Pyro Studios has decided to redesign the Commandos 2 control system completely from scratch, concentrating on producing a PS2specific title. "A point and click game is quite unimaginable on a console," says Perez. "Our characters move and act through the analogue pad, enabling the player to identify with their characters more than the PC version and making the game much more absorbing."





Lots of tiny army men running around throwing bombs. But they're not plastic. You know what we're saying here.







# ALL DAY BRAKE FAST

Infogrames brings the joys and RSI of Le Mans 24 Hours to PlayStation 2.

WITH THE EXCEPTION of games featuring magic elves cavorting around collecting space crystals and the like, realism is usually the benchmark games developers strive to reach with their latest opus. This is certainly the case with Infogrames' upcoming racer based on France's world famous endurance motorsport – Le Mans 24 Hour. This is, in part, down to the sheer weight of official cars and trackside minutiae promised.

That's just part of it though. If you've got the time, inclination and most importantly a very well maintained 'ass groove' on the sofa, *Le Mans* allows you to compete in the marathon race in real-time. Yes, that's 24

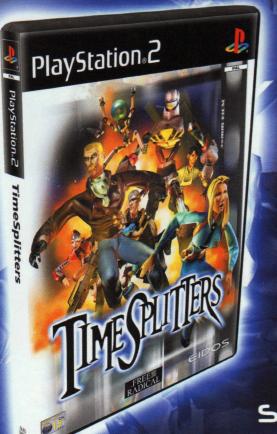
solid hours of gaming action with only the occasional on-screen pit stop to let you stretch your legs. That is, of course, unless you've invited two fellow 'pilots' round to camp in the living room and do shifts like the real teams. It's a novelty, and certainly some hardcore gamers will give it a go, but for the rest of us the game will mercifully provide a time-compression option, Quick Race, Championship and Multiplayer modes.

With 70 official cars on offer (30 more than the Dreamcast version) including a hefty 48 heart-quickening prototypes and newble American teams, *Le Mans 24 Hours* is setting its sights firmly on the hardware hungry *GT3* 

crowd. Track-wise the story is similar with the original Le Mans circuit supplemented by 11 picture-perfect recreations of official tracks from Donington to Atlanta. Early Indications are that graphically the game is an ambitious step above the average racing title with near photorealistic cars taking corners with muscular, automotive grace plus impressive track detailing from distant hills right down to individual crash barriers.

Infogrames insists that its title will be, "The fastest racing game ever to grace the PlayStation2." It's already the longest. By far. Le Mans 24 Hours is scheduled for release in June this year. 

PF



"TimeSplitters is the one title you should definitely be dashing home with once you've secured your PS2."

Official PlayStation Magazine - 9/10

"Grab a copy now for some of the fastest, most full-on fragging of this or any century."

Official PlayStation 2 Magazine - 9/10

"A slick shoot 'em up wet dream."

Power - 9/10

"An adrenaline-filled hyperaddictive, head-buzzing thrill kill fest."

PSi-2 - 90%

"A glorious multiplayer massacre."

The Player - 5/5

"Get a PS2, get a multi-tap and get TimeSplitters."

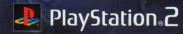
Station 2 - 92%

"This is easily one of, if not the best title so far on PS2."

Total Station - 91%

CET TOCETHER, SETTLE THE SCORE.





www.timesplitters-ps2.com



EIDOS eidos.com



# THE BEAUTIFUL

OPS2 continues the quest for the best PlayStation 2 games ever conceived. This month: The most violently addictive, manic beat-'em-up in the history of civilization ever.

- 1. An old OPS2 favourite the smart ability to import any person's visage into the on-screen action. Imagine the sheer delight of being able to pull off a bucketload of punches against those tiresome "Wasssuuupp" Budweiser blokes or the pleasure of flipping, say, Someone Who's On Internet Telly Ads A Lot into the air and slamming her prissy face through a stained glass window Dead or Alive 2-style.
- 2. Elements from the arty wire fu flick Crouching Tiger, Hidden Dragon, such as being able to leap majestically around the roofs of buildings to chase your opponents or have arty chopsocky battles hanging precariously from the tops of very tall trees. While on wires.
- 3. The gorgeous 3D environments of Namco's Soul Calibur and Tekken Tag Tournament, with glowing torches, rippling water and glorious sunsets that glint off characters' detailed clothing. For old school cartoon-style beat-'em-up fans, there's an option for 2D action in the mould of the classic Capcom Street Fighter series. Although you wouldn't.
- 4. Instead of the usual pretty, colourful sparks and particle effects, OPS2's beat-'em-up would take inspiration from Midway's gory Mortal Kombat series with oodles of blood splatters and 'fatality' moves that allow victors to, say, remove the spines of their defeated foes. Bruises and cuts could appear on the character's faces [a la Ready 2 Rumble: Round 2] and realistic wounds mean that characters would have to limp painfully around the arena if they had been hacked viciously in the knees. All of which should make Fight Club look as tame as What Women Want.
- **5.** The choice of using the awesome power of fists and feet from *Tekken Tag Tournament*, lethal flashing blades of steel from the superb *Soul Calibur* or 'dirty' weapons from real-life bar brawls including broken bottles, rusty bike chains, flick knives and iron bars
- **6.** A massive array of playable characters ranging from elegant Japanese Samurai warriors to fat Cardiff City football shirt-wearing Welsh psychopaths. Each has a collection of stats and skills that can be upgraded with fight experience points, plus a unique and involving story line that draws you into the game.
- 7. An option to have a 'one hit, one kill' battle from the excellent *Bushido Blode* on PSone. In this mode, combatants have to be extremely careful, making sure they time their killer blows with Zen-like concentration a welcome break from button bashing. Although you can do that as well. Thank God.
- 8. A fully interactive environment à la Power Stone that allows players to smash chairs over opponents' heads, or rip chunks from buildings to use as deadly projectiles. Realistic fight settings could add to the terrifying realism, such as a 'Barrowin-Furness disco car park at midnight' or 'Bare knuckle boxing down at Glasgow docks'.
- **9.** Various customisable taunts such as the international gesture for, "You are a big fat arse," accompanied by verbal insults along the lines of, "I hope you're somewhat peckish, for I am about to ram my fist into your stomach."
- 10. Players would be able to killer traps around the 3D arena for opponents to blunder into, including poisonous snake pits, electrified flooring and springs that jettison characters high into the air. The dynamic fighting arenas from Soul Calibur that allow players to bash enemies off the edge into hot lava have been packed into our perfect beat-'em-up.
- 11. Multi-angled replays with the ability to cut together your own fight movies and save to Memory Card a la *Driver*.
- 12. The devastating counter-blows from DOA2 that allow players to instantly retaliate against an enemy's attacks. 'Comedy' moves would be an important feature of the game, having the painful finger poke in the eye from Laurel and Hardy films and a high speed Benny Hill-style slapstick chase around the arena complete with that music. Slap that head!



\*Beat-'em-up brilliance

# GAME



PlayStation <sub>®</sub> 2	RELEASE	DATES
Game Name	Genre	Publisher
April 2001 4x4 Evolution	Arcade racer	Take 2
Army Men: Air Attack 2	Adventure	3DO
Army Men: Sarge's Heroes 2	Adventure	3DO
Formula One 2001	Racing sim	SCEE
Heroes Of Might & Magic Jungle Book: Rhythm 'n' Groove	Adventure	3D0 Ubi Soft
Quake III Revolution	Dancing game First-person shooter	EA
Sky Odyssey	Arcade flight sim	SCEE
Star Wars: Starfighter	Shoot-'em-up	Activision
Warriors Of Might & Magic	Adventure	3DO
Operation: WinBack	Adventure	Midas
May 2001 Red	Mech strategy	Konami
7 Blades	Adventure	Konami
Crazy Taxi	Arcade racer	Acclaim
Extermination	Adventure	SCEE
Giants: Citizen Kabuto Kengo: Master Of Bushido	Strategy Adventure	Interplay Ubi Soft
MDK2: Armageddon	Adventure	Interplay
The Bouncer	RPG/Adventure	Square
Star Wars: Super Bombad Racing	Arcade racer	Activision
June 2001		
ATV Off Road Fury	Arcade Racer	SCEE
Big Wave Surfing Commandos 2	Surf sim Strategy	Acclaim Eidos
Gauntlet Dark Legacy	Adventure	Midway
Gran Turismo 3: A-spec	Racing sim	SCEE
Legacy of Kain: Soul Reaver II	Adventure	Eidos
Le Mans 24 Hour	Racing sim	Infogrames
Lotus Challenge	Racing sim	Virgin
MTV Music Generator 2001 Onimusha: Warlords	Music creator Adventure	Codemasters Capcom
Red Faction	First-person shooter	THQ
Stunt GP	Arcade racer	Virgin
UEFA Challenge	Football sim	Infogrames
Wacky Racers	Arcade Racer	Infogrames
WDL: War Jetz	Adventure	3D0
Third quarter 2001 Age Of Empires II	RPG	Konami
Alone In The Dark	Adventure	Infogrames
Black & White	God sim	EA
CART Fury	Arcade racer	Midway
Championship Motocross 2002	Racing sim	THQ
Dark Cloud Drop Ship	RPG Adventure	SCEE
Ephemeral Fantasia	RPG	Konami
Evil Twin	Adventure	Ubi Soft
G-Surfers	Arcade racer	TBA
Half-Life	Action	Sierra
Herdy Gerdy	Platformer	Eidos
Paris Dakar Rally Project Eden	Rally sim Adventure	Acclaim Eidos
Resident Evil Code: Veronica X	Adventure	Capcom
Rune: Viking Warlord	Adventure	Take 2
Run Like Hell	Adventure	Interplay
Silpheed	Action/Shoot-'em-up	Virgin
Soldier Of Fortune	First-person shooter	Majesco
Spy Hunter: The Return Star Trek Voyager: Elite Force	Arcade racer First-person shooter	Midway Majesco
The Gift	Adventure	Cryo
Titanium Angels	Shoot-'em-up	SCI
Wingover 3	Flight sim	JVC
WipEout Fusion	Arcade racer	SCEE
WTA Tour Tennis	Sports sim	Konami
Fourth quarter 2001	Fishing sim	THO
Bass Fishing Cool Boarders: Code Alien	Fishing sim Snowboard sim	TBC
Crash Bandicoot	Platformer	Konami
Devil May Cry	Adventure	Capcom
Duke Nukem	Adventure	Take 2
Final Fantasy X	RPG	Square
Gunslinger	Action	TBA
Hidden and Dangerous 2 Kelly Slater: Pro Surfer	Adventure Surf sim	Take 2 Activision
Klonoa 2	Platformer	SCEE
Legion: Legend of Excalibur	Strategy	Midway
Motor Mayhem	Racer/Shoot-'em-up	Infogrames
Prisoner Of War	Strategy	Codemasters
Robot Wars	Robot battler	BBC
Rune	Adventure	Rockstar Konami
Silent Hill 2 The Getaway	Adventure Arcade racer	SCEE
The World Is Not Enough	First-person shooter	EA



Computer Artworks reveals its 'music visualizer' for PS2.

IT'S EARLY SUNDAY morning. You've been out all night, caning it a touch largely and dancing your trousers off to that bonkers Bad Company tune. As you cab it back into your pit at 4am with a load of red-eyed pals, what better to stave off the end of the evening than slamming SSX in the PlayStation 2? Then again, you might want to play some tunes in your PS2 instead - which is where the latest piece of innovative software from the supercool graphic designers at Computer Artworks come in.

Organic Sound To Light (or OSL for short) uses advanced 3D technology to react to CDs played on your PS2, creating beautiful, living visuals. "OSL on PS2 will have very wide appeal and will run with any music," comments Director William Latham. "The product in many ways links the living room to club or concert.

"By exploiting all the hardware tricks that the machine has with our heavy duty rendering engine, the results will be amazing." OSL has already been used in clubs via a projector screen, reacting to the dance music and producing instant, wildly entertaining light shows. Latham is also convinced that as well as being the ideal club accessory, OSL is a perfect seduction tool.

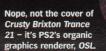
"Just invite your new partner round, dim the lights, switch on your PS2, turn on OSL and experience a mind melding mixture of music and Organ-atronic graphics with no rubbish MTV presenters." Gamers can also create their own unique OSL scenes, save them to Memory Card and swap with friends.

Computer Artworks, who is also working on PS2 horror title The Thing for Universal, is particularly proud of its clubby gizmo, but the inspiration for OSL came from a highly original source. "A High Priestess and her followers in the Arizona Desert rang me up and asked if we could combine our famous organic graphics with music to help them meditate in their underground cult dome," says a completely serious Latham. "I just might pay them a visit."

Organic Sound To Light doesn't have a publisher just yet, but Computer Artworks is confident of having its interactive chill out toy on the shelves later this year - as long as the team can keep themselves away from the tempting thrills of a certain subterranean clergywoman... 

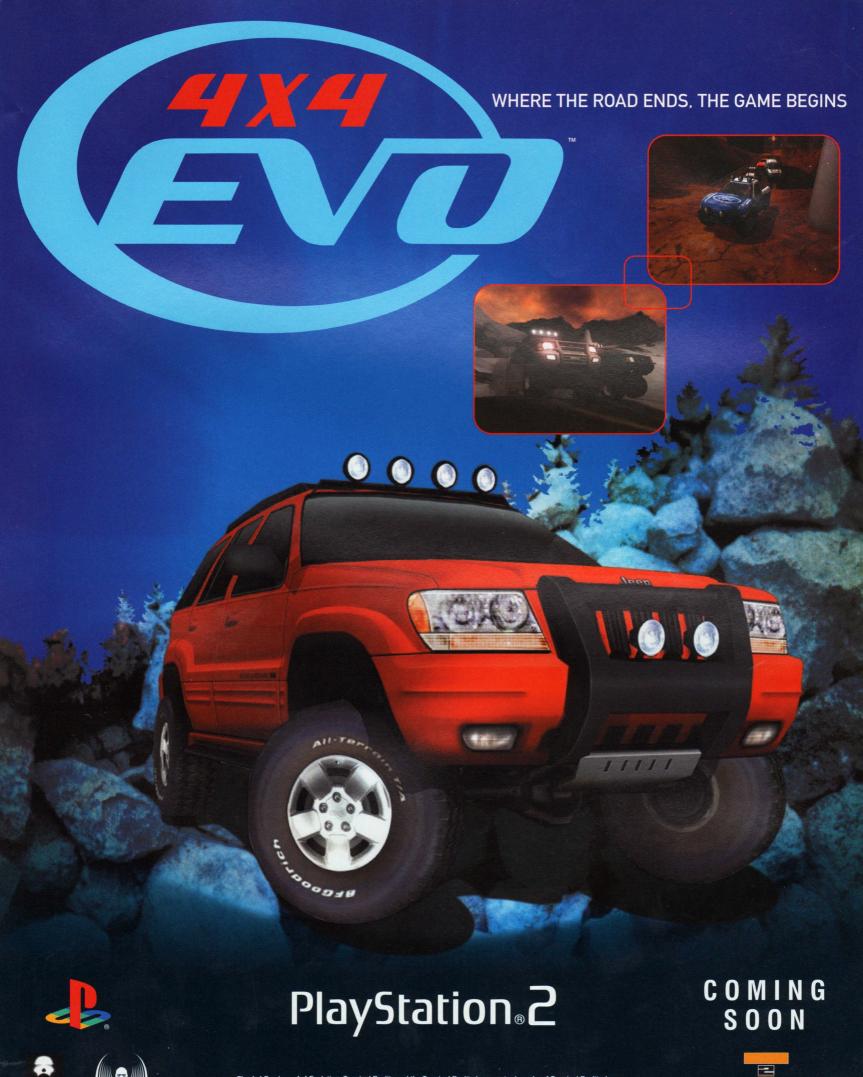
JS

\*Take a trip to www.artworks.co.uk





Every issue, we put five questions to five industry professionals.  This month: Videogame sequels						
	Why are there so many videogames sequels?	Aren't sequels just an easy way for publishers to line their pockets?	Shouldn't videogames companies strive to make every release an original, mind-blowing game?	Do you feel that the gaming public like sequels?	Name one videogame sequel that is better than the original and say why.	
Peter Duncan Designer on Tomb Raider: Next Generation.	Ultimately it's got to be because people keep buying them. It's a symblotic relationship between the gaming public and the game's creators. Just like that little bird that cleans the crocodile's teether, not of course inferring that games publishers are crocodiles.	Yeah, I guess that in virtually any aspect of the popular entertainment industry. If a company has a hit then they're bound to want to run with it and continue that success for as long as they possibly can. The moneymen are always hoping for that multimillion pound franchise.	Certainly they should, yes, Unfortunately some companies put a lot of pressure on their developers to turn around sequels in a very tight time frame. This means the progress from one release to the next often comes down to what can be achieved while still hitting a very scary publishing date.	Well they keep buying them, so I think they must do. It's interesting that games now get large fan bases in the same way that films or television shows do, plus all the spin-offs and merchandising that inevitably follows.	Tomb Roider: Next Gen I can't say that yet. Maybe I'll go for Dino Crisis 2. It was a lot more enjoyable than the original — faster paced, more intense and far more rewarding for the player. It also managed to avoid the tedious, over elaborate puzzles of the first.  "Core Design's Project Eden is out on PS2 in September. Check out the Web site on www.projectedengame.com	
Martyn Brown, Development Director at Team 17 Software.	For a number of reasons: (a) Publishers like to build franchises; (b) It makes marketing cumulative and easier; (c) People need little introduction to the contents; (d) If successful, there's already a prospective market for the sequel;, (e) It's less risky than generally expensive (and unknown) original products; and (f) Consumer demand.	Yes and no. Developers sometimes struggle to motivate themselves for 'more of the same' (despite what you may think, it helps to love what you are doing, never mind 'like' it). It's imperative that a sequel expands and enriches the title otherwise there's a risk of it all caving in.	Of course. Unfortunately this is the real world and developers don't generally live in it. If we had our way, games would rarely get finished, but it's a question of the market dictating the content these days. It's also becoming less and less of a 'gamers' thing and more of a mainstream market.	If they didn't they wouldn't sell – but I'm not advocating it. Developers, want to create hugely entertaining games, ones that make you feel warm and provide a memorable experience. Publishers are out there to shift boxes and hit forecasts. Ask them if they'd prefer their game to be a minor hit or a million-selling phenomenon and I know what they'll choose.	Civilisation 2 – miles better than the original in content and playability. Super Morio 64, 2elda 64, Worms 2/Worms Armageddon/Worms World Party (added stacks of features, play modes, built the game). I could name lots that were simply derivative (especially in the mid Eighties – formulaic action/platform engine dross with a licence hanging on them).  "Teom 17's Stunt GP is released in July	
Archer Maclean MD at Awesome	If the first of something was a commercial success it doesn't take a genius to work out that more of the same but hopefully better will also be a success. With game budgets getting fairly huge and therefore being an even bigger risk to a publisher, a sequel is a lesser visk than something fresh.	Sometimes it makes financial sense, especially when you consider that only maybe one in five games makes its development money back in royalty terms, and that one will fund the other four in the publisher's eyes.	It's the age-old problem of publishers wanting to sign up the next blockbuster original, but only backing driving or fighting games. I've created some major successes, but all were difficult to fund via a publisher at the early stages, and I had to fund them myself. Then as soon as there was loads to see and I had nearly bankrupted myself, they were suddenly very interested.	If they didn't like it they wouldn't buy it! I've lost count of which generation Tomb Raider is on and yet the sales just keep getting bigger and bigger along with a couple of other prominent points which spring to mind.	IK+ was a whole load better than IK1I When I created IK+ I was trying to give the player even more of an addictive experience with more of everything, I also wanted to seriously enhance its graphical quality and attention to detail throughout, and try new ideas at the same time like the third fighter and the fully animated atmospheric backdrop. "Cueball 3 is out on PS2 in September	
Pete Smith Senior Producer at EA	At the end of the day the public have a choice what they buy, but there is always a demand for sequels. With a sequel, developers can not only respond to criticism, but also satisfy demand for new features and technology. From a sports point of view, sequels are essential to provide gamers with the most up-to-date stats and technology.	At EA we do not look at our sports titles as sequels. Due to the competitiveness of the market, we try to create a new game every year, this is not cheap or easy, but the winner is definitely the games buying public.	Original games are extremely important to a publisher such as EA Speaking for myself, I like playing original games and sports games, and I want games that push my PS2 in terms of both technology and gameplay. Ive got both Madden and SSX and with just these two games I think EA have delivered on both counts.	The charts certainly suggest they do. If this trend changes I'm sure publishers and developers will change with it, but it is our job to make sure gamers are getting what they want, be it sequel, original title or licenced mega franchise.	Apart from FIFA, F1, Madden and NHL2 (Sigh – Ed) I would have to go with Quake. I spent many hours playing Doom, and didn't think id could push things much further. But then Quake came out and it blew me away.	
Andrew Bennett Executive Producer, Legacy Of Kain series, Crystal Dynamics	It's just like any other sequel in any other media – Star Wars becomes The Empire Strikes Back, Star Trek becomes Star Trek: TMG, John Grisham writes another law-based book. Whenever something does well, there is a drive to bring out a sequel. Of course, there is much less risk in making a sequel of an already-successful game with the established base of fans from the first title.	If the sequel is better than the original and is closer to the game that the team wanted to make the first time around, then why not? I think that the question is really about bad sequels. Hopefully as publishers get even more picky about the games that they green-light, they will realise when a game should not be sequeled more often than perhaps they have in the past.	Unfortunately this would be commercial madness. When a team works hard on an original title and establishes a loyal fan base why would a publisher not want to do another game in the same series? There's nothing wrong with doing sequels as long as the publishers have a good balance in their catalogues between original titles and sequels.	If you've enjoyed a garning experience, then 'more of the same' with some updates will be great. In many ways it's a safer bet for gamers than putting down money on a title they haven't played before ending up being disappointed.	Most sequels are better than the original game. The team has had more time to learn about their engine, tools and the target platform. This usually translates into a more polished game. The graphics look better, the fame rate is higher and more things the team wanted to include the first time can get included.  "Blood Omen 2 and Legacy of Kain: Soul Reaver are both due out loter this year.	



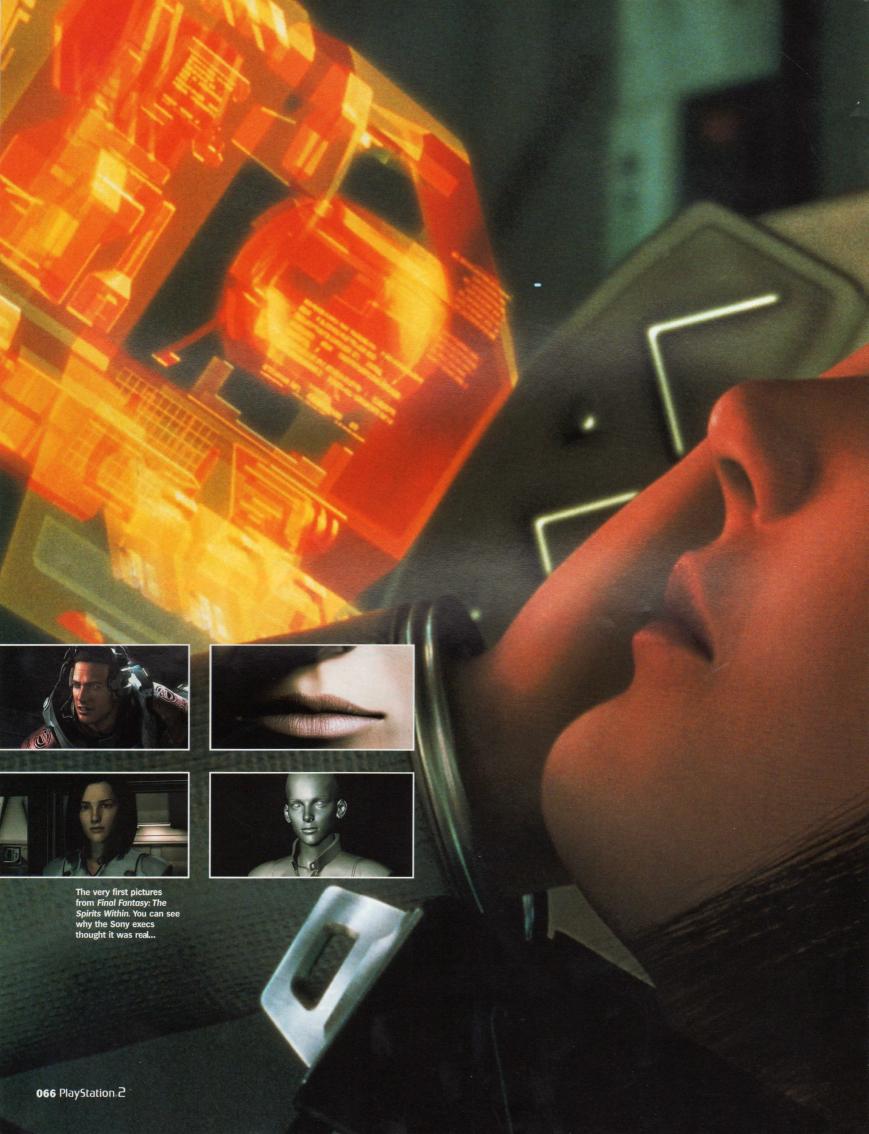
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(From top to bottom)
The cast of Final
Fantasy: The Spirits
Within as revealed
online: Boffin heroine
Aki, main hero Grey,
feisty Jane, joker Neil,
cynical Ryan, familarsounding Dr Sid and
the mysterious General

WORDS: MIKE GOLDSMITH

# EVEN BETTER THAN THE REAL THING



Square's role-playing series is heading to the silver screen in a whirl of photo-realistic CG graphics and spiralling budgets. *OPS2* takes a look behind the scenes of *Final Fantasy: The Spirits Within*.

0

"Enter a new dimension, beyond all you imagine, where fantasy becomes reality...

Fans of a certain long-running Japanese game series will be instantly familiar with such Zen-friendly taglines. While such florid phraseology might not directly conjure up

images of wizards, warriors and giant chickens to the casual gamer, for the hardcore RPG otaku, such emotive expressions will transport them to a distant land where Squall waltzes with Laguna, materia lines your wallet and some zero-heavy statistics will get you through the most bruising of punch-ups. Welcome to the world of *Final Fantasy*.

Since its beginnings on the NES system in 1987, over 30

//It's powered by CG graphics that make the best PS2 intros look like Roobarb and Custard//

million people have bought a Final Fantasy game. Separate story lines and characters have kept the series from descending into sequel hell while recurrent themes of 'love and friendship' have created a massive worldwide fanbase that religiously buys

every game, soundtrack and fluffy Cactaur toy. Indeed, recent rereleases of those very first NES titles for Japan's latest portable fad, the WonderSwan Color, have stormed to the top of the Familtsu charts, 8 bit graphics or not.

Back in 2001's 128 bit world, Final Fantasy is coming to PlayStation 2 in many different forms – the graphically lush vistas of FFX, FFXI's 'Online Another World', extensive DVD makeovers of the PSone classics FFVII, VIII and IX plus the recently announced FFXII (see last issue). Away from the C++ world of game development however, the biggest news has to be the other route Square is planning to take their baby to the world. Final Fantasy is coming to the movies – and how.

Originally announced back in November 1998, details of Final Fantasy: The Spirits Within have been scarce. Longtime Final Fantasy Game Producer and now first-time film Director/ Writer of The Spirits Within Hironobu Sakaguchi has promised "an exciting voyage of personal discovery." But beyond such typical Square spiel, one thing's for sure: a hit is guaranteed. With one eye on the current vogue for intelligent sci-fi and the other on the success of Toy Story, Square intends to make "the first computer-generated, animated motion picture with photoreal human characters." Powered by CG graphics that make the best PS2 game intros look like Roobarb and Custard, characters will display the same emotions and movements of humans. Some astonishing online teaser trailers have shown game characters breathing, wrinkling their foreheads and blinking with scarily photorealistic aplomb. Indeed, it has been claimed that viewers won't be able to tell that what they are seeing has been generated by a computer and not filmed with actors - a valid boast given that was the alleged response of Sony officials last year when they first saw Squaresoft's workin-progress footage.

Over 200 digital artists from 22 countries have worked on the CG graphics that will so define Final Fantasy: The Spirits Within, using over \$10 million of state-of the-art Silicon Graphics Octane CG equipment. Former Disney animators [A Bug's Life's Kevin Bjorke is onboard as Senior Layout Artist] and art staff from The Fifth Element will ensure that the movie doesn't stray too far into Japan-centric waters. With that in mind, Sakaguchi's script has been worked on by Al Reinert [Apollo 13] and Jeff Vintar [cult German action flick, Long Hello and Short Goodbye]. Reports from Animation Artist magazine and the SIGGRAPH animation convention have been overwhelmingly positive while writing for the Chicago Sun Times at the Hawaii Film Festival, noted US film critic Roger



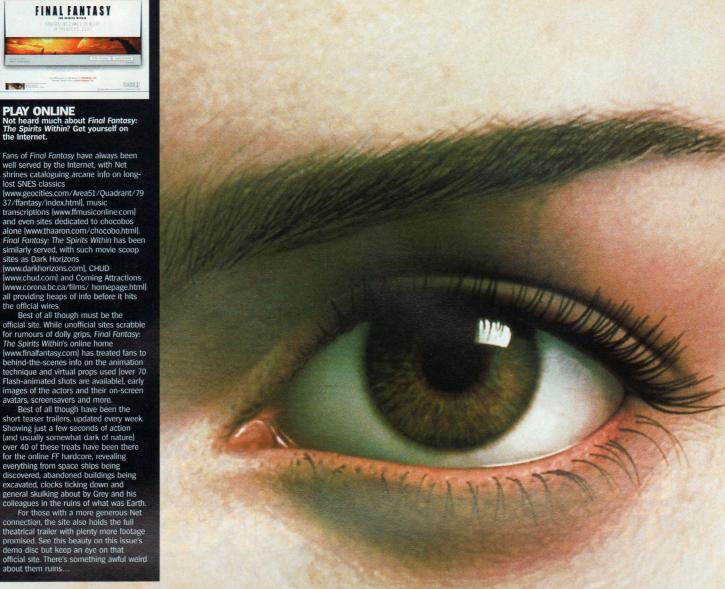
FINAL FANTASY

PLAY ONLINE

The Spirits Within's online home

avatars, screensavers and more.

Showing just a few seconds of action (and usually somewhat dark of nature)



action blockbuster genre." Again moving from its Japanese origins. The Spirits Within will be adorned with suitably Hollywood musical arrangements from Elliot Goldenthal, composer of scores for such films as Titus, In Dreams, Sphere and Ratman & Robin

### SO WHAT'S IT ALL ABOUT?

Details have been scarce due to Columbia's official Web site plugging the movie's technical brilliance rather than leaking plot info but some facts have emerged. Final Fantasy: The Spirits Within is set on post-apocalyptic Earth in 2065 AD where the cities and population now decimated, an alien race aims to conquer the planet. The remaining humans have banded together in order to survive, and a young hero named Grey emerges who holds the key to Earth's survival. Science and religion are once again at odds in the battle to save the planet from the alien invaders and itself.

Of the details leaked online, The Hunt For Red October's Alec Baldwin is confirmed as voicing hero Grey (a member of crack 21st Century police unit, DEEP EYES) while the script is a complex affair involving a discovery by scientists that sets off a religious controversy, and a female scientist Aki (ER's

Ming-Na Wen) who is on the verge of breaking the language code of the alien invaders. Other characters include Grey's fellow DEEP EYES operatives - wise-cracking Neil (Reservoir Dogs' Steve Buscemi), gung-ho Jane (Frasier's Peri 'Roz'

Gilpen doing a Vasquez from Aliens), sarcastic Ryan (M:i-2's Ving Rhames) and Donald Sutherland playing scientist Dr Sid, named after the Final Fantasy stalwart. Other voice talent includes Annie Wu (First Strike), Star Trek: Voyager's Dwight Schultz with Salvador's James Woods as General Hein. Some

of the DEEP EYES members will enjoy Akira-like motorbike chases on Earth and frantic laser battles when the action heads into space for the planet's last stand.

The fact that Square has decided on an English-speaking cast plus Sony's decision to distribute in the film in the West ahead of the game's predominantly-Japanese audience shows the seriousness with which Final Fantasy: The Spirits Within is being treated with by both Square and Columbia TriStar. Indeed, a sequel has already been mooted alongside further rumours of a prequel and an interactive DVD version of the movie aimed at the gamers who'll watch (and play) it on their PlayStation 2s. Given that the film's initial \$70m million budget has spiralled to a staggering \$130 million, they'd bettered buy quite a few - although even that might not be enough to save a franchise that four months before its US release, hasn't even started. Recent reports have claimed that Square's recent disappointing financial results have already lead the company to cancel any sequel plans, preferring to develop CG effects for other companies, with online Core Magazine reporting that two projects are already on the cards. Recent reports have denied this but a hit is desperately needed, to say the least.

Whatever the future holds for Final Fantasy movies, the present looks secure. Director Sakaguchi has said he wants to, "Create entertainment that touches the imagination of new generations" while Square's press releases are more mysterious about their project: "In this world, we face death as we part with our loved ones. We begin to question what 'life' and 'love' is, and what is the philosophical definition of the 'heart'." It's more of that Square spiel, but this time the whole world will be hunting with us for the answer.

\*Final Fantasy: The Spirits Within is released in the US on 13 July 2001, with a European release planned for late summer. See this month's disc for the trailer, with further footage to come . Check out www.finalfantasy.com for more.

# //The decision to distribute the film in the West first shows how seriously it's being taken//

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WORDS: MIKE GOLDSMITH PHOTOGRAPHY: GAVIN ROBERTS

# UNDER THE BONNET

Game delays, six-player modes, Formula One, *Gran Turismo 4...* Polyphony's Kazunori Yamauchi lets *OPS2* peek under the hood of *Gran Turismo 3*: A-spec.







We've met before. Over the last three years, OPS2 and sister magazine OPM have emailed, visited, interviewed and generally hassled the man who is Gran Turismo – Polyphony president and game director, Kazunori Yamauchi. From his early days on 1996's

PSone cartoon racer *Motor Toon GP2* right through to this year's much-awaited *Gran Turismo 3*: A-spec, Yamauchi-san has answered our questions and queries with both politeness and detail, always describing the present while hinting at the future. This time though, it's been a tad harder getting in touch with the driving game auteur. Despite the apparent perfection of the playable demo that graced last issue's cover disc, Yamauchi still isn't happy with the latest in Polyphony's line of boy racers. The most recent talk is of the game possibly slipping to June, with rumours hinting at the possible inclusion of online capabilities to exploit July's release of the PS2's ethernet-enabled Hard Disk Drive in Japan.

However answer our questions the nice man does – again with politeness, and again with some hints of a possible future. Read on...

How long have you been working in the game industry? Have you seen many changes over the years and what are your hopes for the future?

I have been in the game industry for nine years, in which I feel nothing has changed. I hope that the game industry will be established like the current movie/pictures industry.

### What inspired you to create Gran Turismo?

When I was 15, I had a dream to create a game which met my ideals of a racing game. This happened in 1993, when I had the right environment to start creating the first of the *Gran Turismo* series. *Gran Turismo 3*: A-spec takes advantage of the PlayStation 2's abilities and takes me a step closer to the game I have always dreamt about.

But how did you think the original *Gran Turismo* would be received by gamers?

At Polyphony, we never expected *Gran Turismo* to become such an extraordinarily popular title. It's been a real thrill for us, as

the game's developer, to see the stocks in the game shops being picked up by gamers and carried off to the cash desk.

The delay of *Gran Turismo 3: A-spec* is disappointing, but is obviously a by-product of your quest to develop the ultimate racing game. What are the benefits that we will see from the extra development time?

I've spent a lot of time and effort trying to make *GT3* into the jewel in the PS2 crown – especially when looking at the quality and quantity of PlayStation 2 games already – and not just a title which the gamer will simply buy. The more time we spend in creating this game, the more the gamer will get from it.

### It would have been the perfect PS2 launch title...

One of the other reasons is that I was working on *Gran Turismo 2* until the very end of 1999. That kind of delayed *GT3*. Of course I would like to launch it as soon as possible, but there was a certain level of quality that I wanted to achieve and I wouldn't want to sacrifice that.

**How many people are involved in the development of** *GT3*? The core team consists of roughly 30 people. If we include support staff, the total is roughly 70 people.

We've included stunning footage from the Tokyo course on our DVD this issue, the cars racing around a rain-soaked track. How many tracks in total will be present in *GT3*? Which track are you most proud of and why?

You'll have to wait and see how many tracks we have in GT3! The track I'm most happy with is the 'wet' course you mention. Expressing a wet racing track accurately has always been a task we've wanted to tackle since the first Gran Turismo.

The wet course does look fantastic but why wasn't a realtime element added? For example, changing weather and time of day during a race.

By including such natural conditions, expressions such as time of day or weather conditions may have been sacrificed. Instead of being tied to the real-time weather aspect, we have concentrated more on providing the best expression of a given time of day, or a certain weather condition.











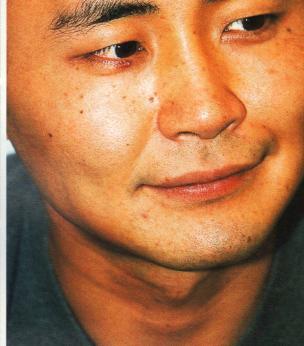


















# → What are Gran Turismo: 3 A-spec's main graphical improvements over Gran Turismo 2?

The frame rate has increased and as a result, the suspension has been enhanced. In Gran Turismo 2 the frame rate was 30fps. This means 1/30th of a second between frames. This made it very challenging to work on the suspension. Because of the frame rate, you would see the suspension jump because of the time lag

In GT3 the frame rate has gone up to 60fps. The time has shortened between frames, the suspension and the tyre performance have improved and we're able to depict the cornering better. In GT2 there was a time lag of 1/30th of a second between the time that you actually input something on the controller, and when something happened in the game. That time has now been halved. Players will be experiencing twice as much feedback to what they're used to, so the cars will be easier to control. The cars were very difficult to drive in GT2 because they were always spinning. Now they will be easier to drive because you get more feedback from

### The cars have certainly moved on from the demo of the then-named GT2000 at last year's PlayStation 2000 Festival in Tokyo.

I've implemented real-time environment mapping - you can see the actual road reflecting onto the car. In Gran Turismo 2, I wasn't able to do real-time mapping. It's not as effective during daytime driving, but it's very effective at night.

I will also be able to use more of the CPU for the graphics. In addition to that, now that the car physics have been perfected I would like to improve on the car behaviour - I can still see a lot of room for improvement in that area. That was the main goal with GT3 on PlayStation 2.

The rendering engine can handle 10 million polygons per second - it depends how many effects we've got on there. Of course the number of polygons will increase, but one aspect I'm trying to focus on is how I use light in the game.

### Can you describe how the physics model and resulting gameplay has been enhanced?

The physics model has been designed to take full advantage of the step forward afforded by the PlayStation 2. It also provides an accuracy in which we, as a developer, are both very satisfied

and happy with. Compared to the PSone, which did not have enough calculating abilities, we no longer need to 'deceive' the machine. As a result, in Gran Turismo 3: A-spec we have obtained the realism and 'easy to drive' feel which people experience when driving an actual car.

The gameplay within a racing game must have a variety of features. Racing against rivals, the joy of owning your own car, tuning up your car and the enjoyment of seeing it 'grow'. All of these features have been evolved for GT3, but we would like to stress the great improvements seen in the area of the moment of excitement experienced through controlling the car' - the most important and enjoyable thing when playing a racing game. This is an area which cannot be explained by detailed game specifications alone, but at the same time is an area which has seen a leap forward since its origins. I can't fully express this in words!

### Do you think you'll ever persuade the car manufacturers to give permission to do damage to the cars?

Yes. The only problem and difficulty is that we would need all manufacturers' permissions in order to include this.

### Do you feel that it is possible to make an incredibly true to life driving game without having realistic car crashes and collisions?

No. Of course, we would have be careful if we were to include such a feature to a standard game mode, but I hope to one day include such aspects as car crashes and collisions. For instance, in a car crash, the car should burst into flames on the spot. In a collision, it should probably roll over.

Of course, in a realistic title, the game would be over at this point. If I were to include such a feature, I would not want to include non-realistic features where the car keeps driving regardless of the number of crashes - a rolled-over car aided by a 'helping hand', for example. These are situations you would want to be 'real'.

### Which of the cars have you found most difficult to animate? Is there any model that you really struggled with?

The more popular the car, the more difficult it is to animate. This is because every individual has their own interpretation or image of their car. It's very difficult to make sure that everyone feels their car looks good in the game.

FORMULA ONE VS POLYPHONY DIGITAL

The ultimate F1 game might be closer than you think, thanks to Yamauchi-san...

In the old days, there used to be just one Formula One game for PSone. It was developed by Psygnosis, it came out through SCEE and it was pretty good. A wobbly patch ensued around 1998 but generally, you knew where you were.

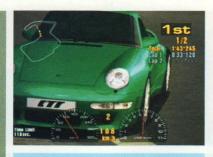
Two years on and, despite the technical excellence afforded by PS2, F1 just isn't as special as it was. Multiple FIA licences for SCEE, Video System and Electronic Arts have diluted the impact of this killer game and while the SCEE title looks promising (see page 22) it's just not the franchise it was. So, wouldn't it be fantastic if the makers

of Gran Turismo were to make what would undoubtedly be the ultimate F1 game? Yes, it would - and Yamauchi agrees. After revealing to OPS2 last year that, "At Polyphony, we have a Formula One car running on this (Seattle Seca) course," we've been on the hunt for what could be the ultimate racing game. With this chance to interview the man himself, we asked what happened to that fabled car.

"Formula One has always been a passion of mine," came back the reply. "So yes, I'd very much like to make an F1 title in the future. We never say never. Perhaps you'll see

something on this, sooner than you think..." Yes, we know it's only a dream and that Yamauchi's Formula One car is likely to remain under lock and key in Polyphony's personal garage, but wouldn't this be incredible? The campaign starts here.

## GRAN TURISMO 3: A-SPEC



//Players will be experiencing twice as much feedback as they're used to//



## How difficult is it to interpret the slightest nuances in the different variations of car models?

Unfortunately, accurately representing each car based solely on specifications doesn't take into account the various passions that owners have for their cars. We have concentrated on making sure each car is represented correctly and accurately, and have even made minimal changes to their originals so that they look 'cool'.

Do you think you have the capability with PlayStation 2 to include a track editor in a future *Gran Turismo*?

Currently, there are no plans to do so. Perhaps in the future, this may become possible.

## Can you tell us about the i-Link function.

For six players to play *GT3* at the same time, they will need six PlayStation 2s and six TVs.

You originally didn't want the game to be called *Gran Turismo 3* as you didn't you consider it to be a true sequel to *Gran Turismo 2*. What has changed your mind?

My original plan for this title was to be released close to the PS2 launch [4 March 2000 in Japan – Launch Ed] where it would have featured 50 different cars and four racing tracks. It would have been positioned as a digest or demo version of the GT series for the PS2. That's why it was titled Gran Turismo 2000 and not the formal title name, Gran Turismo 3: A-spec.

However, as I continued to work on the game, I wanted to do more and more with it. So now the game consists of about 150 selected cars and more than 15 racing tracks. It is strong and comprehensive enough to be called *Gran Turismo 3*.

In the past, you've talked about new ways of controlling/interfacing with games. Can you expand on this with regards to the new steering wheel?

In the pursuit of a steering wheel-type controller for Gran

Turismo series, I had always felt the strong necessity of having force-feedback to provide players with accurate feedback from the road and car conditions. This time, the game itself has evolved enormously in terms of realism, thus to maximize its realistic features I felt the necessity of having a high performance input device. This is the first wheel controller which met our ideals in terms of precise force feedback at a low price.

## What do you think the steering wheel and force-feedback will add to the game? How do you feel it enhances the driving experience?

The 'feel' of steering is one of the two main sources of input for drivers. Force-feedback helps provide a more accurate driving feel. The second important input in terms of 'feel' is the feel of acceleration, deceleration, or the force of gravity when making turns right and left. I'm not sure if this can be done for a driving game within this century!

## What is the one thing you want the player to get out of Gran Turismo 3: A-spec?

The extreme answer to this is the sensation you get from 'the feel of driving'. In other words, it's the player's input, the feedback that the player get from the car, then the player's reaction to this feedback, and then the input again. In the ten, twenty or so many times per second that the player interacts with the game, there is the sensation of playing.

## What has PlayStation 2 allowed you to achieve that you weren't able to do before? What issues did you want to address the most?

From the outside, the overwhelming improvements have been made on the graphics and sound. From the inside, there's the high levels of calculation speed and power, which lead to the realistic and smooth driving feel. Issues we were especially conscious about were the graphic expressions – the quality,

→

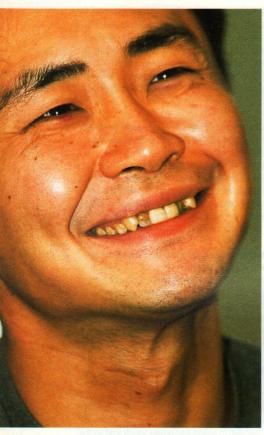








## GRAN TURISMO 3: A-SPEC





















→ style, design and many other aspects in which we hope to establish a standard for PS2.

When developing Gran Turismo 3: A-spec's rally mode, did you look at examples such as Colin McRae Rally 2.0 on PSone or even Sega Rally?

I try to play all racing games for at least one hour's worth of gameplay.

## What are the rivals for this title?

With the Gran Turismo series, our rival is always the latest version...

Which other driving games do you respect and why?

A racing game I respect is Grand Prix by Microprose. It was called World Circuit in the US I think. Do you know if they came out with Grand Prix 3? The reason is simple - it is the best game on PC.

## How will GT3 utilise the analogue controls for accelerating and braking?

GT3 is already using analogue acceleration - I'm still making adjustments. In GT2, the brakes are mainly anti-lock, but now the user will actually be able to control the pressure of

## The last time we talked, you seemed very keen to put drag racing and US muscle cars in Gran Turismo 2. It didn't happen though.

Last time, I had very strong requests to implement the muscle cars, but didn't have enough time to include them. I'd like to include them again this time, but again, it's not my first priority.

## Are there any cars you'd like to put in the game that didn't make it?

There are many - Lamborghini and Ferrari. I'd definitely like to see those. The main reason they didn't appear is that those car manufacturers had exclusive contracts with other game manufacturers.

## Rumour had it that GT3 would go to the arcades before hitting PlayStation 2. Was there any truth to this?

Obviously, the arcade version wouldn't come out first, as the

PlayStation 2's abilities surpass those of current arcade game machines. However, it is a possibility that the Arcade mode from GT3 could come out in the arcades. It could happen, but that's it. Companies like Namco would joint-create a board that would allow arcade conversions, but nothing's been set for GT3. I feel very positive about those possibilities however...

## What do you think of the other PS2 driving games?

When I first made Gran Turismo for PlayStation, there were already other racing games for PlayStation and other platforms like Sega. Gran Turismo brought something new to the genre. Now everyone is trying to imitate it so I'm very happy. I'm very proud of that... [Laughs]

## Gran Turismo 3: A-spec is obviously looking amazing. How can you possibly hope to improve upon the game?

As far as we are concerned, there aren't any aspects which we can 'boast' about in GT3. There are already issues where we have had to compromise, and we feel there is still much room for improvement.

## Inevitably, we've got to mention Gran Turismo 4.

I hope to work on GT4 but that will probably be another two or three years in development. I can't say any specifics.

## Could it be an online game?

Yes, I'm ready to do that.

## You've mentioned mentioned that Polyphony would like to develop other games apart from racing - are you able to elaborate further on this?

This is currently in consideration. We have mock-ups, but we are not sure when we can officially start creating a new title.

## What are Polyphony planning after you've finished work on Gran Turismo 3?

Right now, all Polyphony staff are still working on GT3. Soon, I hope to start work on a new project. I don't know whether this will be an RPG or an adventure game or another racing game. Starting from our last title Gran Turismo 2 through to the current Gran Turismo 3, we have been 'creating' continuously for four years straight without vacations. I think we need a little break once we are finished...

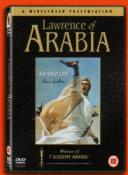


GRAN TURISMO

CD-ROMs, we greedily go through it with a fine-toothed comb, looking for the latest shots of the latest games. Now, imagine our surprise when we came upon a logo that said Gran Turismo B-spec. B-spec?
The official line from SCEE on the matter

is a 'No comment' of the highest order but we at OPS2 have a couple of theories. One is that B-spec is an add-on pack for later in the year, that offers the online capabilities Kaz hints at in our interview for the more hardcore GT3 fan. The second and more cynical theory is that because of the success of the Gran Turismo and Arcade modes of GT2's two-disc package, that the possibility of releasing GT3 as two separate games was mooted. Could this money-making decision have been on the cards, until someone realised that *Gran* Turismo B-spec just doesn't sound as sexy as Gran Turismo A-spec? Could someone also have realised that if A-spec featured Dodge Vipers and the like, why would anyone buy a B-spec where you get to drive the superca equivalent of a Vauxhall Nova?

All this unfounded conjecture from just one erroneous logo is, of course, unfair but come June, just make sure you know your As from your Bs. And Cs and Ds and.



SPECIAL FEATURES INCLUDE:

"The Making of Lawrence of Arabia" Documentary - Over one hour long!, A fascinating conversation with top director Steven Spielberg, Remarkable footage from the New York Premiere, Five Featurettes including Maps, Text and Photos, DVD Rom Archive of Arabia. RELEASE DATE: 9th April



Aurphy is hilarious when he stars as the entire Klump amily in this enormous comedy blockbuster. Professor

SPECIAL FEATURES INCLUDE: Spotlight on Location, Outtakes, Janet Jackson "Doesn't Really Matter" Music Video, Extended and Deleted Scenes, Commentary and Conversation with Director Peter Segal, Storyboards, plus many many more. RELEASE DATE: 9th April



SPECIAL FEATURES INCLUDE: Trailer and Filmographies. RELEASE DATE: 23rd April

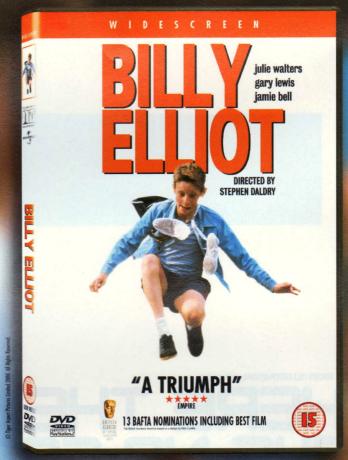


**SPECIAL FEATURES INCLUDE:** 

Special Make Up Featurette, Full Length Director's Commentary, Deleted Scenes, Comparison Scene/Storyboard, Interviews with Cast & Crew, 2 Trailers, Featurette, Production Photo Gallery, Music Video: Anna Loos "My Truth" and Filmographies. RELEASE DATE: 23rd April

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E-DISTRIBUTION

WORDS: PAUL RIGBY/ILLUSTRATION: MR JAGO

# WHERE THE STREETS HAVE NO GAMES

As broadband Internet connectivity becomes the latest gaming buzzphrase, the time when you can download games and digital content directly to your PS2 draws ever closer. But just how realistic is the e-distribution dream? And what fate is in store for your friendly high street games emporium?



Picture a brave new world where gamers, movie buffs and music fans can download any game, film or album direct to their PlayStation 2 without needing to leave the sofa, while outside decrepit shopping centres become the sole preserve of teenage thugs and tumbleweed. If Sony achieves its aim of a fully workable e-distribution network, the above scenario might not be too far

from the truth. The concept of downloadable content may currently be synonymous with crashes and delays, but that's the narrowband era for you. A broadband network will change everything.

According to Sony, e-distribution is well within the realm of technical possibility. In fact, SCEE is currently preparing for the advent of 'digital distribution of content' using a PlayStation 2 as a network terminal. By connecting a PS2 console to a broadband network such as a CATV (Cable TV) or ADSL (improved connection via existing telephone lines) system, you will be able to download PlayStation 2 software directly in addition to taking advantage of Internet surfing, chat, email and

(Right) Could this be a glimpse of the future? If Sony have their way, you'll never have to visit a shop again...



## **E**DISTRIBUTION

online gaming facilities. Sony is already talking to a number of important business partners to get this show on the road.

So when will e-distribution become a reality? In five years time? Ten years maybe? If SCEE's Director Of Technology Paul Holman has his way, it will be much, much sooner. "We're hoping for a 2001 start," claims Holman. "Roll-out will depend on the availability of suitable content – games produced in a form that makes them ready to download – and a suitable framework for distribution. Therefore, no fixed dates are available as yet."

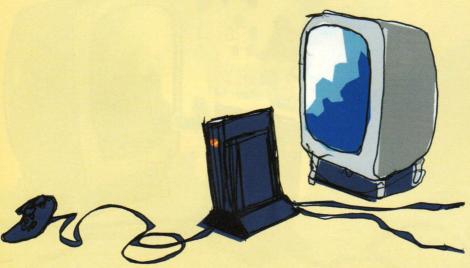
For the foreseeable future, PlayStation 2 will connect to broadband networks via existing set-top boxes of the type provided by your regular CATV operator. The majority of set-top boxes have a built-in Ethernet port into which to insert the connection from the forthcoming PS2 Hard Disk Drive add-on. Holman concedes that this system necessitates co-operation from the CATV operators and that NTL or Telewest might be bringing PS2 content to you via their networks although no partnership announcements have been made as yet.

## **DEATH OF A SALESMAN**

The technological barriers to be surmounted before widespread e-distribution of videogames can take place are probably more complex than the optimistic Holman appears to make out, but the politics preventing a smooth transition from a high street retail model to an e-distribution model are far more convoluted again. Although the idea of direct digital distribution suggests a simpler path from game creator to consumer than the traditional route through a specialist shop, nothing could be further from the truth.

Every step of the way, a company with different expertise needs to be brought into the process as a partner. A UK-based company called the Tornado Group is

//The technological barriers to be surmounted before widespread e-distribution of games can take place are complex to say the least//



attempting to force itself into the picture by supplying a service that will eventually be essential for all game publishers who are wishing to distribute their games electronically – it has already started trials for a system that 'compresses' games or other digital content into a suitable format to download. Therefore, Tornado aims to become an essential link in the chain between publisher and retailer or cable operator.

A formidable range of brands have already signed up to their test structure. Sara Haynes, Director of Sales and Marketing at Tornado Group provides an impressive list: "We have had discussions with Sony about Tornado's solution but no deal is in place at this time. However, Tornado has struck partnership deals for trials with Electronic Arts, Rage, Midas Interactive, GSP, Eidos, Empire Interactive, Novalogic and Activision and in the music world with EMI/Virgin, BMG and V2 Records." Sceptics may doubt the essential reliability and practicality of broadband networks, but Tornado's 'early-adopting' policy could pay dividends.

The companies mentioned above are all major publishers, but some pundits have suggested that e-distribution may help developers go it alone, offering you content directly from the game studios. In short, will the ability to distribute games directly democratise the system in the same way that MP3 has done with music? Jeff Brown, Vice President of Corporate Communications at EA doesn't think so, believing that the current relationship between the publishers and the developers wouldn't change significantly. "Some developers might try to establish their own site for direct sales. However, customer acquisition costs on the Web are formidable and product distributors are finding that it is best to partner with a well-established retail site or Internet service provider."

## **ONLINE SHOPPING**

Publishers are unlikely to be seriously affected in the new world of e-distribution because everybody will always need somebody to count their money. The fate of the high street retail stores may not be so secure, though. Online retail start-up businesses have undoubtedly bitten a chunk out of high street revenue, particularly in the games field where consumers are particularly Net aware. Most regular retail chains now have their own Web sites where you can buy games online, but the already successful online retail businesses are the ones set to benefit from e-distribution since customers are already comfortable with buying game discs at these locations.

Payment models for e-distribution are numerous. You could simply pay per download or pay for a limited 'rental' time period. Using sophisticated Digital Rights Management (DRM) technology, publishers and retailers can experiment with 'trybefore-you-buy' systems. You could even find yourself paying monthly subscription fees such as with digital TV content. However, a factor in favour of traditional shops is still the widespread fear of credit card fraud over the Internet.

A future where games are distributed direct to the home also ignores the positive social aspects of shopping, the ability to browse through racks of stock, share recommendations with fellow gamers, purchase on impulse and appreciate the physical qualities of a well-packaged game.

Gennaro Castaldo of HMV takes up the argument. "As individuals we tend to define ourselves by the habitat that we create around us – the desire to physically





TO BE CONTINUED...
E-distribution won't just change the way you obtain your games, it'll change the way you play them.
Welcome to episodic gaming.

Today, most games franchises are produced sequentially – sequels to popular titles are released 12 to 24 months apart. Although this model has been successful for many companies, episodic gaming could benefit both publisher and consumer – the gamer won't have to wait so long for their next fix while the game company doesn't have to spend so much money re-marketing a product that is already in the forefront of public consciousness. EA's Jeff Brown elaborates. The television model ensures that, when a consumer finishes the game, there will be another episode waiting. This allows the game maker to hold the audience longer, with lower marketing costs."

One of the most important developers to express an interest in episodic gaming is Core Design, who has talked about the possibility of additional, downloadable episodes to Tomb Raider. Next Generation. "I think the ability to leave gamers on a cliffhanger would be a tremendous gameplay spin," comments Core's MD Jeremy Heath-Smith. "We need to see the goodies now and Sony is very aware of that. We've got some very exciting ideas. The concept of episodic gaming is an extension of finding a hidden secret or a bonus level – a reward for the gamer."

As for the idea of downloading entire games, Smith is more sceptical. "When is broadband going to catch up? Do we have to keep digging up the roads? Everybody is trying to work out what to do with broadband but by the time they've decided, games will already by bigger and better and will cause more problems for the networks." Today, most games franchises are produced

## //Distribution of games to the home ignores social aspects of shopping such as sharing tips with other gamers and impulse buying//

collect games, CDs and DVDs should not be underestimated. This isn't to say that the Internet won't have a role to play, because it clearly will. However, it's difficult to see how existing stores will not play their full part in this process in future, particularly as they adapt and become part of the process of change.

This 'process of change' could well include the much-touted concept of ingame kiosks. A hyper-powerful machine located within an existing retail outlet would be connected via broadband to a vast library of PS2 games. Any title of your choice could then be downloaded and burned to DVD 'while-u-wait'. Downloading material to other devices such as Memory Cards, Memory Sticks, mobile phones and PDAs (Personal Digital Assistants) will most likely also be a feature.

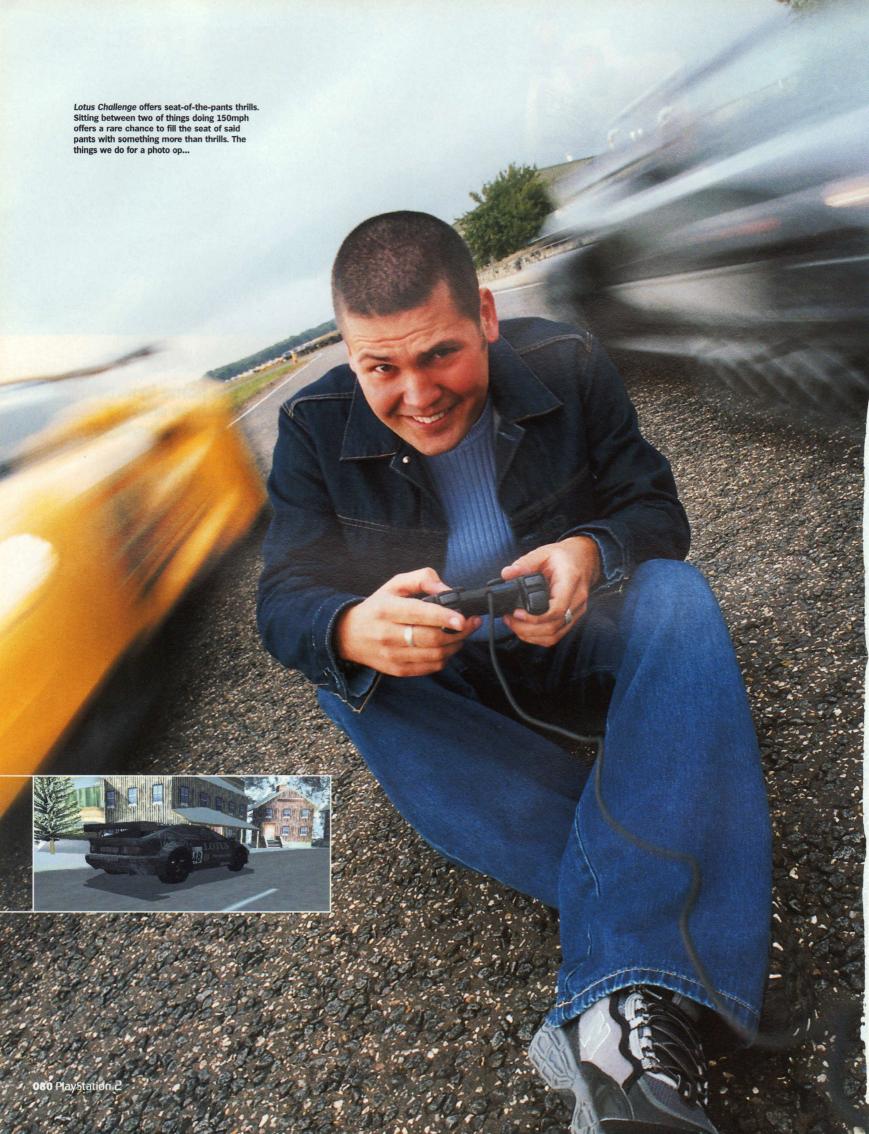
## SUPERMARKET SWEEP

Prohibitive download and burn times will be a potential turn-off, but larger stores and supermarkets are primed to take advantage. Tesco, Sainsbury's and Asda have already expressed interest. The latter chain, owned by the largest entertainment retail company in the world Wal-Mart, could become a serious player. David Ingles, Category Manager for Music and Video at Asda explains, "We're looking at a combination of physical and electronic distribution either from the store or a remote location. If a customer wishes to buy a physical product we will retain a range of merchandise. However, it may not be practical to stock a back catalogue game, which is where online libraries come in.

"We'd be able to vastly add to the range of the products for the customer. Then, for the small publisher, who has little or no product in our physical range, they may be able to have all their stock listed in the e-distribution library - eliminating the stock risk for us. This would also mean that day one availability would be secure for any game and that we would never let a customer down because a certain game has sold out. The publishers wouldn't have to take so many risks and would generate more profits to pump back into the industry." Admitting that the whole process of burning games in-store could prove impractical to both store and consumer at busy times, Ingles adds: "We're also looking at distribution directly to the home."

It's hard to shake the feeling that these in-store kiosks will only be a temporary solution for the high street retailer. Sony's determination to press ahead with trials of e-distribution direct to homes (currently underway in Japan) suggests that a new era of retail is approaching, and fast. Whether e-distribution is ultimately hampered by the inability of CATV operators to dig up the roads fast enough or by the industry's reticence to abandon the shop model, you will one day be able to download entire games direct to your console.

In the future, the disappointment of journeying into town to buy the latest game only to find it is out of stock may be at an end. The next time you pass, the shop signs will have changed from 'sold out' to 'closing down'.

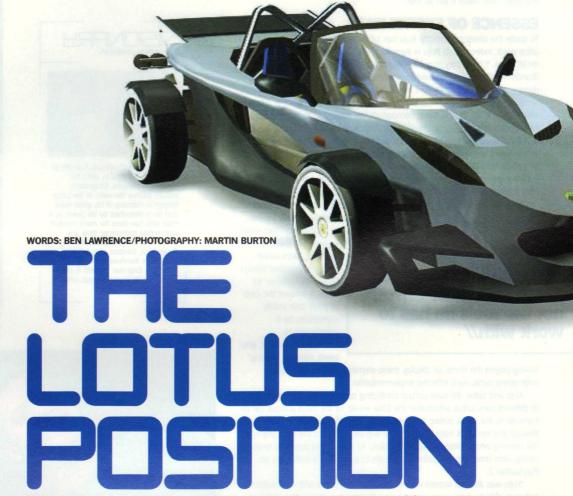








As Lawrence sits in fear of his life, Lotus Challenge drives by onscreen. Lush.



When Virgin met Kuju, an alliance was formed that could produce one of the PS2's best racing games yet. *OPS2* braved the Tarmac for a spin on *Lotus Challenge...* 

Today is supposed to be a chance to get out of the office and take an advance look at Kuju's Lotus Challenge. The event sounds very civilised on paper. Spend the day watching beautiful cars being made, take an exclusive guided tour through the factory, have a sneaky play of the new game, then feast on cold chicken and drink boozepops

from hopefully large plastic beakers. Hell, they might even give us a load of Lotus memorabilia to remember the day by. So why when we arrive are we handed helmets? Big, shiny, racing helmets...

Just when our chicken thighs should be happily snaking their way through our intestines, instead they are now U-turning and heading back the way they originally entered. The reason? We are taking chicanes at 100mph, roaring round bends, burning rubber and screaming at pitches that would make glass shatter. This isn't just a daft PR stunt though. This is to let us experience first-hand how it feels to be in the front seat of a Lotus before we nestle down in front of a television to play the game.

It isn't just *OPS2* who is experiencing the real thing before getting to grips with the game, either. John Messant, Group Legal and Corporate Affairs Director for Lotus tells us, "We felt it extremely important that the whole Kuju development team got to experience driving a Lotus product no matter what their involvement in the project." The effect this has had on the game has gained the approval of the manufacturer, and not just in the accuracy of the in-game reproductions. "I think they've captured

//"For Lotus 'spirit' is performance through handling and innovation," Lotus's John Messant// → the Lotus spirit very well," says Messant. "For Lotus, the 'spirit' is performance through lightweight handling and innovation. What I think is so important, is that Kuju have made it fun as well."

## **ESSENCE OF EXCITEMENT**

To quote the developer directly, Kuju has so far captured around 90% of the Lotus spirit, Indeed Team Kuju is surprised Lotus has allowed them to carry on at times. "I think they may have regretted letting us drive their cars at Brands Hatch," says Game Developer Kevin Holloway, "Our Project Director drove one of their Elises straight into a gravel trap."

A hands-on playable demo set up at the side of the race track is a little more forgiving. An Elise is being demoed gliding around an archetypal English countryside lane, tearing up the sides of bushes and generally acting like it's real-life counterpart a mere 100 yards away (minus the screaming, sobbing, runny-nosed passenger). This realism is in part thanks to the co-operation of all parties from day one. Virgin secured a deal specifically to enable Lotus to get involved in the game's development which allowed the manufacturer to offer valuable advice to aid the construction of the CG cars.

"Very few people get to drive different Lotus's back-to-back so it would

## //Winning is now back in the hands of the driver, not the tools he has to work with//

have been easy for Kuju to have cut corners when it came to individual car handling," says Gavan Kershaw, Principal Vehicle Dynamics Engineer for Lotus, "However, the cars all have their subtle differences, be it aerodynamics, performance, weight, grip levels, noise or braking."

Having played the demo on display, these elements so far seem to be undergoing particularly effective implementation.

Kuju and Lotus did have certain conflicting opinions over the treatment of different cars. Lotus anticipated the Elise would be the most difficult car to translate to the small screen because the enjoyment the driver gets is through the feedback from the car – the way the car rides the road, the way the steering wheel slides through the palms. As a result Kershaw has been taking extra time with the game developers to guarantee it feels right on PlayStation 2.

"Kuju was allowed access not only to Lotus blueprints and schematics but were able to draw upon our technical findings too. Signal data that was obtained during the original development of the cars such as wind resistance, drag, torque and gear ratios were all transferred to the videogame," says Kershaw. For the older cars this method of data transference wasn't quite so easy. People were brought in who worked on the older cars from years ago and had to impart their knowledge through memory and experience. Consequently, where Lotus imagined the Elise to be the thorn in Kuju's side, it quickly become apparent that the F1 cars were.

## **AGE BEFORE BEAUTY**

The first hurdle was how to overcome the changing specifications of the vehicles. Lotus developed F1 cars between 1962 and 1989 and in those years technology changed at such a rate that if a '62 car was to go head-to-head with an '89 model it wouldn't stand a chance. The solution was staggered starting points to allow the older models that little advantage they would need to have a fair race. This puts the issue of winning back in the hands of the driver, not the tools he has to work with.

The F1 cars also provide a more practical problem. Holloway explains, "They have so many exposed bits that move around, including the suspension, axle and little things like the driver's head and hands. We managed it in the end though, and are particularly proud of the way the F1 cars look." And you can understand why. They had a poignant model to work from – Ayrton Senna's F1 Lotus takes pride of place in a Lotus warehouse.

RACING LINE How Lotus came to be what it is today.



☐ 1948 First Lotus car is built, based upon a 1930 Austin Seven saloon. Used successfully for competition by Colin Chapman.

☐ **1949** The second Lotus, Mark II is built.

☐ **1950** Mark II successfully competes in British Trials.

☐ 1951 The Lotus Mark III begins for competition in the 750cc road racing class. Dominates competition and customers begin to ☐ 1952 Lotus Engineering Company is formed. Mark IV is built and Mark VI is designed as first Lotus road car.

☐ **1953** Orders pour in for the Mark VI as it becomes a very successful club racer.

☐ 1954 Work begins on the Lotus Mark VIII with aerodynamic body by Frank Costin. Mark VIII hits 125mph with a 85bhp engine.

☐ **1955** Lotus Cars Ltd is founded by Colin Chapman. Mark IX is Hour race.

☐ 1956 Lotus introduces the Lotus 11. 270 models were sold by 1960. Lotus builds first single seat formula car, the Lotus 12.

ISIONARY

Although Colin Chapman. Founder of Lotus Cars Ltd died in 1982 his

picture adorns the walls of the Lotus factory in memory of his great work

and he is described by his peers as a man who has done for more modern

automobile technology than any other. Even a meeting between lan

Baverstock, Director of Kuju (right)

Dynamics Engineer (far left) is overlooked by his photo. A good omen if

ever there was one.

and Gavan Kershaw, Principal Vehicle

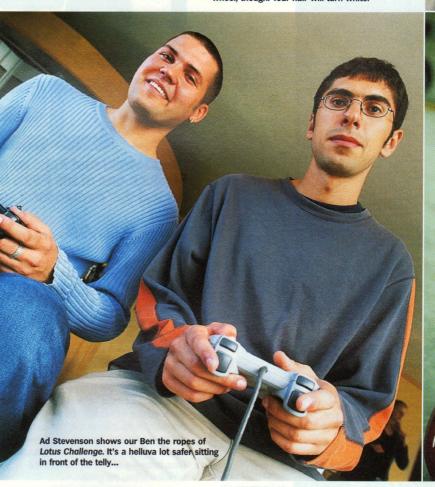
legacy still remains. Chapman's

Lotus introduced. The Elite introduced. The Elite astounded the motoring world using st single aeronautical production standards and designs. Production was discontinued in 1962.

☐ **1958** First Formula One Grand Prix is entered with Graham Hill driving.

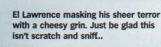


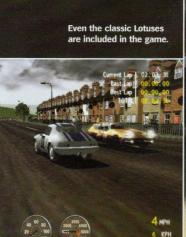
It looks so innocent and safe from the outside. Wait until you're behind the wheel, though. Your hair will turn white.



☐ 1960 Lotus scores it's first Grand Prix win at Monaco with a Lotus 18 driven by Stirling Moss.





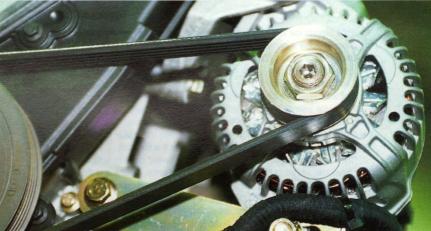








Skid marks are a common occurrence when it comes to Lotus Challenge. They appear all over the place, on and off the tracks.







Circuits from all over the world play host to the wide variety of Lotuses on offer. Even Brands Hatch makes an appearance.

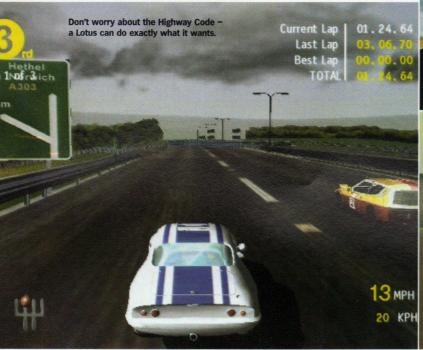
☐ 1962 Lotus Elan is introduced. Production of the Elan continued through 1973. Lotus introduces the first all-monocoque Formula One race car, the Lotus 25, a landmark design.

Shiny, and highly desirable. Every

new car is polished for hours.

- ☐ 1963 The Lotus 25 in the hands of Jim Clark wins seven Grands Prix and the first Championship for Lotus.
- ☐ **1964** Lotus goes to Indy and wins three Grands Prix with the Lotus 33.
- ☐ **1967** The Elan +2 is introduced (powered by the Lotus Twin Cam engine).
- ☐ 1968 Lotus Cars Limited goes public. Graham Hill becomes World Champion driving a Lotus 49.
- □ 1970 The powerful Elan Sprint is introduced with 126bhp Lotus Twin
- ☐ **1974** Lotus revives the name Elite for its newly-introduced four passenger model.
- ☐ **1976** The first ever ground effects car, the Lotus 78, is built and secretly tested.
- ☐ **1977** Lotus Esprit featured in James Bond film *The Spy Who Loved Me* is built.
- □ 1978 Introduction of Lotus Esprit S2.
- ☐ 1981 Esprit S3 introduced for U.K. market. Turbo Esprit featured in James Bond film For Your Eyes Only.
- ☐ **1982** Colin Chapman, Founder and Chairman, dies at age 54 on 16 December.
- ☐ **1984** Completion of 30,000th Lotus road car produced.
- ☐ **1985** Formula One wins with drivers Elio de Angelis and Ayrton Senna

## LOTUS CHALLENGE







While Senna's car is a reminder of the dangers of Formula One racing, the demo on show is particularly kind to the Lotus. Despite ramming them into each other or against the scenery they suffered no great damage. But if you crave James Bond thrills then Kuju has supplied the ideal environment to do so with the inclusion of stunt tracks.

"The stunt levels are set in the Alps, America, a football stadium and a multistorey car park so there is all this on top of the racetracks," Holloway enthuses. Unlike the manufacturers in *Gran Turismo 3: A-spec*, Lotus is only too happy to allow its cars to undertake such activities. The greater the scope for excitement that *Lotus Challenge* offers the better it is for Lotus.

"There are 15 racing tracks and about ten stunt levels," explains Holloway. "The racetracks are set in five zones: Tokyo, London, Florida, Arizona and the English countryside with three tracks in each zone. We've a good mix of made up and real locations that have been chosen and created to give a good range of different driving experiences. One of the English tracks is the actual Lotus test track, which we have also recreated accurately and our London tracks look breathtaking. If you like the look of the capital in Metropolis Street Racer or The Getaway, you're going to get excited when you see our London tracks." Indeed.

One of the reasons Kuju is excited about the game is the degree to which they could develop the Lotus range. Supercars, GT cars, roadsters, saloons, Le Mans cars, Formula One cars and even concept cars specifically designed for the game by the Lotus team are all models that Kuju believe will make its game so different. To put it simply, Kuju believe no other game offers such a wide spectrum of choice for an individual brand. And yes, that means Gran Turismo, too.

But if one sentence sums up the success of Kuju's interpretation it's that of Kershaw when he says, "I think we may end up playing the game rather than doing real work." Now that's got to be the greatest commendation any game can receive.  $\square$ 

## TOUGH AT THE TOP



Clive Chapman, Head of Classic Team Lotus and grandson of the great Clive Chapman (in other words, a man with great influence and standing within Lotus) actually had very positive things to say about Lotus Challenge. Not only did he take to it like a duck to water – surely not a natural ability considering his attire – but he had actually encouraged its presence at the NEC car show where its reception was described as 'electric'.



The Racing Class Elise is a terrifying beast. Sit behind the wheel and you'll never be the same again.



## **RACING LINE** Continued



☐ **1986** Project M100 begins, for what becomes the new Elan

■ 1990 Lotus Elan is introduced to UK market.

□ 1992 Chris
Boardman takes
Olympic 4000m Gold
Medal on his epochmaking Lotus Sport
carbon-composite
monocoque bicycle.
Boardman and the
Lotus superbike smash
World 5km Pursuit
record by over eight
seconds.

☐ **1993** Lotus Esprit S4 introduced.

□ 1995 Sad day for motorsports enthusiasts as Team Lotus (not part of Group Lotus since 1986, except in name and spirit) lays off all of its staff and joins forces with Pacific Racing.

☐ 1996 At the Geneva Auto Show Lotus introduces the Espirt V8, powered by a purpose-built Lotus V8 engine.

☐ 1997 Lotus debuts its Espirt V8 PPG Pace Car at the North American International Auto Show in Detroit.

☐ 1998 Lotus Esprit V8 debuts at the London Motorshow with a revised interior, improved shift mechanism, twin-plate clutch and new ABS

☐ **2000/2001** Lotus's dune buggy-style 340R makes its debut.



## Love is optional, but cooperation is essential,

whether playing in single or multi-player mode, success for our two barmy bunnies depends on harmonisation and mutual coordination.



## It's not all smiles and teamwork,

each world contains multiplayer options where up to 4 people can compete in a race to rob each other of their hard gained loot.

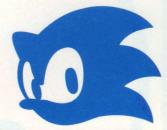
- Single or multi-player modes for up to 4 people.
- 9 massive worlds with over 25 different levels.
- · 8 different characters to unlock and play.







Sega say go! With Sonic and pals set to give PlayStation 2 an injection of colour, its days as an austere jet-



# WORDS: SAM RICHARDS/MIKE GOLDSMITH/LEE HART PHOTOGRAPHY: LOUISE BROOM ORGANICHARDS/MIKE GOLDSMITH/LEE HART PHOTOGRAPHY: LOUISE BROOM

On 31 January Sega sounded the death knell for Dreamcast, simultaneously confirming the game giant's long-rumoured plans to develop for PlayStation 2. Promising both conversions of existing Dreamcast games and brand new PS2 products, Sega has instantly installed itself at the frontline of PS2 gaming. OPS2 finds out more about Sony's new best friend.

## **FEATURE CONTENTS**

**89 Crazy Taxi** 

The first Sega game speeds on to PS2 and it's asking for a tip.



Coast-to-coast convoy chaos, perfect for those truckdrivin' neighbours downstairs.



90 **Zombie Revenge** The undead uglies from *The House Of The* Dead 2 want payback



91 **Space Channel 5** Prepare to be mesmerised by Ulala and her elegant dancefloor prowess.



92 **Virtua Fighter 4** The original 3D beat-'em-up books into the PS2 salon for a makeover.



If you're reading this magazine, the chances are you never owned a Dreamcast. It follows that you probably used to own a PSone in preference to Sega's previous console, the Saturn. Naturally, you made the right choice; both Sega machines were beset with problems from the outset and both were marketed to the public with comical ineptitude, eventually leading to the company's withdrawal from the home console market it once dominated with the MegaDrive in the

However, despite its recent hardware failures, nobody has ever doubted the quality of Sega's games. You can see why by wandering into any arcade and playing Sega Rally, Daytona, Crazy Taxi, The House Of The Dead, Virtua Fighter, Air Trix or Wild Riders. Most of the OPS2 staff have been known to cast envious eyes over Dreamcast reviewers tucking into Jet Set Radio, Samba De Amigo, Outtrigger and Phantasy Star Online. It could be argued that Sega's software output has never been better. The good news is that, with manufacture of Dreamcast units ceasing as of now, much of Sega's finest work will be coming to PlayStation 2 in the future.

In fact, Sega's January announcement was preceded by the substantiation of a rumour doing the rounds for months - that Acclaim's internal UK studios were already working on conversions of three original Sega Dreamcast titles for PS2. As our story in OPS2 issue #04 rightly predicted, the first of these titles will be the riotous cab caper Crazy Taxi. The fact that this





## SEGA FOR PS2

■ game will be ready for release before the end of April shows that Sega realised long ago it would need to bring its games to an audience wider than that offered by the Dreamcast platform in order to maintain its grip on the public consciousness. The other two games snapped up for conversion by Acclaim are the amusing long haulage lorry driving sim 18 Wheeler: American Pro Trucker and the 3D scrolling beat-em-up Zombie Revenge.

Acclaim also has the rights to convert meticulous racing sim Ferrari F355 Challenge for PS2 but no progress has been made on this title as yet.

Crazy Taxi is obviously a coup for Acclaim. The brash cartoon style and innovative quick-fix mission gameplay make it a unique title, perfect for the PS2. Still, the esoteric nature of the other two signings – along with rumours claiming that Acclaim also bid for Shenmue and Virtua Tennis without success – suggest that other Dreamcast titles are on their way, with licences perhaps already inked and conversion already in progress. Online hearsay earmarks Space Channel 5 (see page 091), Sega Sports NBA 2K and Sega Sports NHL 2K (arguably of more interest to our American cousins) as the next Dreamcast games to make the journey.

## FIRST CALL, SEGA

Sega has also laid shrewd plans to revitalise its Saturn back catalogue by converting classic titles for PSone. It seems unlikely that any conversion work will be undertaken by Sega itself, but there are bound to be queues of eager publishers hoping to land the licences in the same way that Acclaim has. We all have our wishlists – see overleaf – but which Dreamcast games are to be converted and when is a matter for Sega and its contracts with relevant publishers.

Conversion of existing Dreamcast games is one thing; the development of new titles specifically for PS2 is quite another. Nobody expected Sega to be announcing game names so soon, but by revealing that Virtua Fighter 4 will be the first brand new Sega game to debut on PS2 (after its traditional appearance in

//The brash cartoon style and quick fix mission gameplay make *Crazy Taxi* ideal for PS2 // the arcades), the company has made a bold statement. The renowned beat-'em-up series is something of a flagship title for Sega, created by the visionary Yu Suzuki and his AM2 team. Virtua Fighter is widely recognised as the first ever polygon game and the most recent incarnation, Virtua Fighter 3tb, was a Dreamcast launch title.

"The reason why we announced Virtua Fighter 4," said Sega Chief Operating Officer Tetsu Kayama speaking to Japanese game magazine Famitsu, "is that we really wanted to release something that people will be sure to value and say "I always knew Sega was great" We will go head-to-head with Tekken on equal footing and show gamers Sega's ability. I know Tekken sold four million copies all over the world, but we believe Virtua Fighter ranks at the top of 3D fighting games both in name and reality. It's this kind of enthusiasm that we're going to take with us to try to grab the number one position in every category."

The second brand new title already confirmed for PS2 is the sequel to cult dancing game *Space Channel 5*. Created by Tetsuya Mizuguchi at Sega United Game Artists, the original *Space Channel 5* for Dreamcast introduced gamers to the world of Ulala, a foxy VJ hybrid of Donna Air and Lady Miss Kier. Her task was to defeat cute aliens by matching their dance steps in time to sleek lounge music. By no means a triple A title, the *Space Channel 5* sequel is still bound to

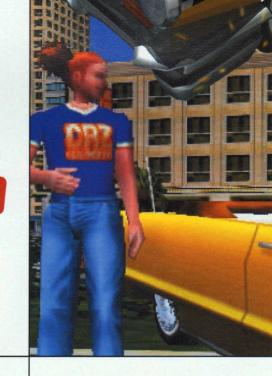
tickle gamers' fancies. Further announcements will come thick and fast. Sega's commitment to the arcades hasn't waned and the latest wave of weird and wonderful coin-ops including Wild Riders, Club Kart, Air Trix and dogwalking sim Inu No Osanpo are all candidates for PS2 release now. The company's ambition cannot be underestimated. "Even with Sega's current situation, many of our brilliant creators haven't abandoned us," says Tetsu Kayama. "Their decision to stay was a huge shot in the arm for us as a company as far as encouragement goes. From now on, as we start to change and become a winner in the software world, we'll take all of that encouragement and faith, internally and from our fans, with us. Then, when we are the top software maker in the world we can share that joy with everyone."

Over the next few pages, *OPS2* takes a look at the games already confirmed and ponders a few of the other Sega gems waiting for a port to PS2. Whatever games make the trip, it's safe to say Sony's console has not only won the battle, but will never be the same again. The Dreamcast is dead, long live Sega.  $\square$ 

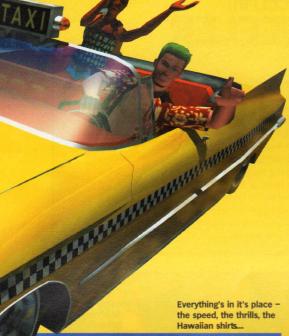
3challenge



As even these very early PS2 shots show, *Crazy Taxi* is already looking exactly as it should. Fast.







## COMING NOW!

## CRAZY TAX

The first Sega game to make its way to PlayStation 2 won't be Sonic or Shenmue. It'll be the astonishing Crazy Taxi. A month before OPS2's world exclusive review, we talk to the [re]makers of Acclaim's jumpin' joy rider.

Possibly one of the worst kept secrets in videogaming wasn't that *Gran Turismo 3*: A-spec was going to slip or that Shiny were working on *The Matrix*, but that Sega was planning to bring its games to other consoles. The second worse kept secret was that Acclaim had the rights to bring three of said Sega games to PlayStation 2. The big surprise however was just how quick they would be appearing. Undead adventure *Zombie Revenge* and truck sim 18 Wheeler are heading to PS2 in late summer but screeching into view, dumping its passenger into a bloody heap and landing on your doorstep from nowhere this April will be a fast little mover by the name of *Crazy Toxi*. Any more fares? Oh yes.

For the uninitiated, Crazy Taxi is rightly perceived as one of the best Dreamcast games ever. Created by AM3 (see The Nine Lives Of Sega) for the arcades back in early 1999, Crazy Taxi's blend of manic joyriding, racing against the clock and breakneck speed endeared it to coin-op jockeys the world over. Playing as one of four cabbies (Gus, Gina, Axel and BD Joe) on the cartoonified streets of San Francisco, you had just the one task - pick up fares and drop them off. The quicker you got there, the bigger your fare and thus Crazy Taxi featured much tearing down one-way streets, flying off garage rooftops, ploughing through pavement cafes and generally taking the most dangerous short cuts known to man, all set to a jaunty So Cal punk soundtrack of The Offspring and Bad Religion. However, while fast driving earnt you a bigger fare, it was insane driving that earnt you the big tips. Cue much playing chicken with oncoming cable cars, 360 degree handbrake turns and all manner of road rage on your way to that most exalted of prizes - the Crazy Cabbie licence. First rule? There were no rules...

A massive coin-op title for Sega, 1999's transfer from the NAOMI arcade board to Dreamcast was equally successful with the inclusion of new courses, Dreamcast-only modes (the insane mini-games of Crazy Box), arcade-friendly graphics, improved controls and, crucially, that blissful gameplay. Aided by Acclaim's sensitive conversion, not only did *Crazy Taxi*'s adrenaline thrills make the leap to Dreamcast, but so did the depth that lurked beneath

the game's day-glo exterior. See, rather than just hitting the gas and hoping for the best, *Crazy Taxi*'s controls are deceptively complex – and it's these controls you'll need to master to get the best out of the game and finish those addictive Crazy Box mini-games. You'll need to make balls-out Crazy Dash turbos, hit reverse/accelerator combos to make crucial Crazy Stops and even take on *Ridge*-style Crazy Drifts for the perfect entry angle to the tightest corner. In short, it's an ultra-addictive, laugh-riddled arcade race-'em-up that's 50 parts depth to 100 parts unadulterated fun... AND IT'S COMING TO PLAYSTATION 2!

OPS2 travelled to Acclaim's new Cheltenham studios to see the game running and meet the team behind it. While still in a somewhat bug-ridden state re lightning and levels crashing, the first news is that the game is definitely in there. Yes, there's still pop-up, glitches and the like but the game moves fast, smooth and, to cut a long paragraph short, it just is Crazy Taxi. We posed a few questions to Paul Weaver, Studio Producer for Acclaim (Cheltenham) and the man in charge of converting Crazy Taxi for the PS2. Weaver has been in the games industry for over seven years and, after a brief stint for the games press, has worked in various guises on everything from Rare's GoldenEye and Donkey Kong 64 to Acclaim's latest PS2 output. RC Revenge, RC Revenge Pro and is now working on all the other games currently in development at Acclaim (Cheltenham). He's obviously a happy man.

\*See over for OPS2's full Q & A with Crazy Taxi Studio Producer Paul Weaver.

//For the uninitiated, Crazy Taxi is rightly perceived as one of the Dreamcast's best ever//

## SEGA FOR PS2



## **PAUL WEAVER**

Okay, so Crazy Taxi is here next month – but where the hell has it been? OPS2 has a chat with the man in charge of Sega's first PS2 game.

## How did you feel when you first heard about Crazy Taxi for PS2?

We were flabbergasted! It was a fantastic surprise and everybody involved on the project feels very privileged to be working on such a cool game.

### When did you first start work on it? There have been a million rumours about it for months now.

The team first started on the conversion work back in June 2000. Since that date, they have been working flat out to create a faithful reproduction on PS2. The team has quite a diverse background across gaming platforms, but it's key strength is in racing games of all genres. We have some solid industry veterans on the project who have worked on titles such as the G-Police series, Metropolis Street Rocer, Formula One, FI "97 and FI World Grand Prix

## What do you think is the appeal of a title that's become the biggest-selling title in the UK for Dreamcast?

Crazy Taxl was a huge hit in the arcades and on the Dreamcast. You would be hard pressed to find anyone who has never heard of it. In light of Sega's recent decision to publish its games on other platforms, it seems the obvious choice to make this their first. Crazy Taxl's unique appeal comes from its cool style, both in look and gameplay. It draws the player in instantly. There's also a huge amount of hidden depth in mastering the cabs and the special manoeuvres, which increases the game's longevity considerably.

### So is it a straight port of the game or have you had to build a 'different' game on which to hang the same level designs, textures and so on?

The technology behind the game has had to be built from the ground up to make it work for PS2. The key work has really been on the game renderer which displays all of the graphics. The architecture difference between the two machines made this the biggest challenge for the team, but the actual gameplay mechanics will work exactly the same as before.

## What was the hardest thing about taking on the conversion?

The biggest problem we faced was squeezing all of the graphical effects into the PS2's VRAM. As you know, the PS2 has only 4MB of VRAM as opposed to the Dreamcast's 8MB. To get everything that we wanted working, such as full-screen antialiasing, mip-mapping and so on has required intensive texture management code. Fortunately for us, we've got it working, so the game will look as crisp and

smooth as the Dreamcast version, with the added bonus of a much longer draw distance, as well as some other cool PS2 features! [Expect a Jargon-Busting Section in next issue's Q&A... – Confused Ed]

## What advantages and disadvantages have there been working on PS2? Just how different is it to the Dreamcast?

The best thing about the PS2 by far is the raw power of the machine – it can display loads more polygons than the Dreamcast. However, to capitalise on that power requires quite a lot of effort, as the PS2's architecture needs to be fine tuned for optimum performance.

## What are the differences between the arcade game, the Dreamcast version and the PS2 port over?

Well, the game is a faithful conversion of the best elements from both the Dreamcast and arcade game enhanced to PS2 standards, and features the original arcade city to race around. You can do this against the clock, or give yourself a set time to race around the city and collect fares. We also have the Dreamcast's cool second city to explore plus the Crazy Box challenge modes, which test the player's reactions and skill to the limit.

## The control set up for the Dual Shock 2 will obviously have to be different to the slightly-iffy Dreamcast version. How have you worked it?

It's not as different as you would think! The Dual Shock 2 has pressure sensitive analogue buttons and we have taken advantage of this to recreate the feel of the acceleration and brake pedals in the game. We've a number of combinations for the joypad that are intuitive and should be very easy to use.

### We all have our favourites but what Sega games would you personally like to see make the move to PS2?

There are so many classics to choose from. We would like to see the likes of Virtua Tennis, possibly the finest tennis game ever created. Jet Set Radio was one of the coolest games of last year that featured a really innovative style, which had the gameplay fun to back it up. Phantasy Star Online looks like it is going to be huge – we wouldn't mind seeing that one appear on the other consoles! From the back catalogue it would be great to see games such as Sega Rally, Shenmue, Skies of Arradia and even House of the Pand III.

## So when do you get started on the forthcoming Crazy Taxi 2?

We'll see..



## 18 WHEELER

Keep on truckin' ..

One-nine, this is Prairie Dawg to CJ Duke, we got a turf biter runnin' on empty 22 outta Arkansas. Take a crap CB handle, a cowboy hat and 300 gallons of crude oil that've just gotta be in Frisco by Thursday and you've entered the of 18 Wheeler: American Pro Trucker. An example of Sega's inimitable game logic, the AM2 development house that brought you Outrun and Ferarri F355 Challenge was responsible for this rather sedate racing effort involving heavy goods vehicles.

Proving that a racing game which sacrifices speed for lumbering power can be exciting the 18 Wheeler arcade cabinet's wheel and cacophonous horn add considerably to the experience. On PS2 the game will probably only carry niche appeal, but the humour of many a Sega classic is in evidence.



## ALSO FROM ACCLAIM

## ZOMBIE REVENGE

They just won't stay dead!

The third Sega Dreamcast game on its way to PS2 via Acclaim (and being converted at its Teeside studio) is a free-roaming 3D beat/shoot-'em-up from the same team that produced gory lightgun shooter House Of The Dead II. Although the rapid fire thrills on offer are attractive at first, it's soon obvious that Zombie Revenge suffers from the same control flaws as most free-roaming 3D action games. It's also terribly brief, and Acclaim's decision to convert this poorly-regarded arcade and Dreamcast title to PS2 is puzzling.



## THE DREAM TEAM

Crazy Taxi is only the first. Now Sega has made its middleware available for PlayStation 2 coders, here are the top ten Dreamcast games we'd like to play on PS2. OPS2's message to publishers? Pay whatever it takes to get these games converted!

### 1. JET SET RADIO

[Sega Smilebit/Originally released for DC Nov 2000] Like *Tony Howk's* on rollerblades, wielding a spraycan and causing mayhem among civilised folk in a cute Jap-hop take on urban dystopia, *Jet Set Radio* is one of the coolest games ever created, its visionary cel-shaded animation style was immediately pillaged by fashion followers but the original remains the best.

### 2. METROPOLIS STREET RACER

[Bizarre Creations/Originally released for DC Nov 2000] Genius Brit developers responsible for the classic PSone F1 sims Formula 1 and Formula 1 '97 took their racing game nous to Dreamcast, eventually producing a street racing game to rival Gran Turismo. Reallyl Metropolis Street Racer's stunning level of details means you can race through exact representations of Leicester Square and St James' Park. Bizarre's other DC title Fur Fighters is on its way to PS2, so will Metropolis Street Racer follow? We'd put money on it.

## 3. SOUL CALIBUR

[Namco/Originally released for DC Dec 1999]
The sequel to the PSone's Soul Blade, few would argue that Soul Calibur remains the finest beat-'em-up ever created – Tekken Tag and DOA2 included. Graphics are astounding and play requires mastery and timing of a few crucial moves rather than button bashing or knowledge of lengthy combos. Soul Calibur 2 is definitely on its way to PS2 via Namco's System 246 arcade board but this wouldn't half ease the wait.

### 4. VIRTUA TENNIS

(Sega Hitmaker/Originally released for DC Sept 2000) The cartoon volleyers of Smash Court Tennis are one thing but the realistic grunts and swipes of Henman, Moya, Phillipoussis et al are quite a different punnet of strawberries. Pinpoint gameplay allied to stunning graphics make this take on racquet ball as exhilarating as any extreme sport.

## 5. POWER STONE/POWER STONE 2

[Namco/Originally released for DC Nov 1999/Oct 2000] Riotously insane beat-'em-up featuring a cast of schizophrenic loons in outrageous get-up twatting each other with cartoon mallets in locations of historic interest. The sequel allowed for four-player fracas, adding to the general mood of madness. Either game would be welcome on PS2. Eidos? This means you.

## 6. SHENMUE

[Sega AM2/Originally released for DC Dec 2000]
A staggeringly expansive adventure game distilled directly from the brain of Yu Suzuki. If you can hack the idea of doing nothing for long periods while the game plays out the little mundanities of life in dogmatic real-time, Shenmue has the potential to take over your mind. Hmm, Suzuki's doing VF4 so could he be...

## 7. PHANTASY STAR ONLINE

(Sega Sonic Team/Released for DC March 2001)
Final Fantasy XI may well bring the world of the
massively multiplayer RPG to your PS2 within the next
couple of years, but PSO is already doing just that on
Dreamcast. Exploring the planet Ragol, you'll encounter
robots, magical beasties and other shifty humans who
could well be real players communicating with you
from the other side of the globe. Even without the
Internet connection, PSO is a ground-breaking RPG
experience.

## 8. CHU CHU ROCKET

(Sega Sonic Team/Originally released for DC June 2000) The eternal battle 'twixt cat and mouse played out at brain-frazzling hyper speeds on a pink and blue chess board. The mice squeak, the cats growl and you frantically lay arrows in an effort to make sense of the whole affair before player two gets there first. A puzzle game revolution.

## 9. FERARRI F355 CHALLENGE

[Sega AM2, originally released for DC Oct 2000] Thought arcade racers were about simple, foot-to-the-floor thrills? Wrong, F355 took the attention to detail of Gran Turismo to a new level with one of the most complex arcade cabinets ever seen. The DC version scrubbed up as a truly classy racing game for the Tifosi to drool over. Acclaim? Your move, gents.

## 10. SONIC ADVENTURE

[Sega Sonic Team/Originally released for DC Nov 1999] It's difficult to leave Sonic out of any Sega game lineup. The spiky-haired hedgehog is still a kind of mascot for the company, although his cool is waning and characters from Jet Set Radio or Space Channel 5 are after his crown. Nevertheless, Sonic Adventure remains a pillar of platforming invention and we'd just love the irony of playing it on PS2. Yes, irony.



## SPACE CHANNEL S

Come dancing with pink-haired galaxial goddess Ulala.

Tetsuya Mizuguchi of United Game Artists (formerly AM9) is famous for inventing the Sega Rally arcade machines. 'Logic' dictated that his next move would be to develop a sexy, retro-futuristic space-lounge dance-'em-up in which cute aliens are destroyed with a well-timed thrust of the pelvis. That game is Space Channel 5, far from a top-seller for the Dreamcast due to the esoteric nature of the game content, but a cult hit with gamers on the lookout for something a little bit different. Space Channel 5 is indeed different – to a soundtrack

of 22nd Century easy listening grooves, you control the dance steps of VJ Ulala (ooh Ia IaI), a digital sexpot who sensibly prefers shaking her ass to wrestling tigers.

The good news is that, not only will the original game be converted for PS2, but so will the the sequel. "I have poured the message of love and peace and happiness into *Space Channel 5*," says Mizuguchi-san. And who's to argue with that?

//Space Channel 5
was hardly a best
seller, more an
esoteric cult hit//



## **SEGA FOR PS2**



## ARCADE LEGEND

going to be a real big-hitter.

For those unacquainted with one of the world's most renowned beat-'em-up dynasties - listen up. Without Virtua Fighter, there'd be no Soul Calibur, no Tekken and no Dead or Alive. Yu Suzuki's tour de force defined the 3D brawl with the original coin-op of 1993 regarded as the first game to use polygonal character models instead of sprites. Each successive chapter has eclipsed its contemporary competition with apparent ease.

Virtua Fighter's premiere attraction is its depth of play, a fact borne out by the Japanese preference for it over the comparatively lightweight, Tekken series. Namco's title, while supremely playable, is far more restrictive; Virtua Fighter's relatively open-ended nature allows the seasoned otaku to mix combos as they see fit. The simple configuration of kick, punch and block buttons provides massive scope for manoeuvres, as opposed to preset routines.

Virtua Fighter 4 will push the best-'em-up envelope, not only because of its evident graphical elan, but because of the promise of new gameplay features - proximity will directly affect technique and an auto-blocking feature will be accessible to fighting novices. Unfortunately, Suzuki-san remains characteristically reticent regarding any further plans. Obviously the game is to appear in the Japanese arcades first but the rumoured appearance of the cabinet at the recent AOU coin-op expo turned out to be a video-

Ultimately, Virtua Fighter's landmark status is undisputed and the fourth installment will undoubtedly represent the pinnacle of 3D console fighting to date when it arrives on PS2. Prepare for digital violence of the most subtle variety.

## **CAST AND CREW**



**PAI CHAN** Cute teenager who resides in Hong Kong and fights in traditional Chinese dress



LAU CHAN nged father, Lau is the original of the VF series.



e leading VF hero, if only he wasn't so hard to play!

The shots below might be from the arcade vers but just you wait for the real deal this winter!



## THE NINE LIVES OF SEGA

Once upon a time, Sega of Japan owned nine development studios. These were named unimaginatively with numbers, hence the first studio was known as Sega Amusement Machine Research & Development 1 or AM1 for short. This was apart from the Sonic Team whose invention of an epoch-making blue hedgehog made them a bit special. In 1999 Sega decided to allow the nine development studios independence within the Sega umbrella and they all promptly gave themselves exciting monikers. Here's your guide to where Sega games come from:



### **AM1: WOW ENTERTAINMENT**

Primarily a coin-op developer, Wow Entertainment is responsible for some of the most ludicrous machines ever to grace the arcades. From Get Bass to Brave Firefighters to the recent Sega Sports Jam, the farce is strong in this one. The undead mutants of House Of The Dead and Zombie Revenge also call Wow their home.



The only studio to retain its name in the shake-up because it was decided that the AM2 brand was too famous to ditch. This is where original Sega visionary Yu Suzuki, creator of Outrun and Virtua Fighter, resides. AM2 is responsible for ultradetailed Eighties-themed adventure Shenmue, one of the most ambitious console games ever created. It's also found time to invent Ferarri F355 Challenge, Outtrigger and 18 Wheeler while currently working on *Virtua Fighter* 4 (and hopefully *Shenmue 2*) for PS2.



### **AM3: HITMAKER**

Home of the recent arcade smashes Air Trix and Confidential Mission (see issue #05). Hitmaker also invented one of the finest arcade games of all time, cult mech fighter Virtual On: Oratorio Tangram. Sega Gaga, the bizarre RPG that casts you as the president of Sega, was made right here too. Nutters.



## AM4: AMUSEMENT VISION

"We create the first and foremost information," boasts Amusement Vision's banner. That translates as popular arcade footie series Virtua Striker, and original road race classic *Daytona*. An update of the latter has just appeared on Dreamcast so pray for a PS2 version.



## AM5: SEGA ROSSO

This glamorously named dev studio is best known for bringing the Sega Star Wars games (including old favourite Star Wars Trilogy to the arcades. It's also responsible for the gorgeous *Tron*-styled tennis antics of *Cosmic Smash*.



## AM6: SMILEBIT

Three words: Jet Set Radio. Previously the conduit for a load of impenetrable Jap weirdness, Smilebit went overground thanks to JSR's unique cel-shaded style and charming interpretation of ghetto cool. Smilebit also turned Wow's House Of The Dead 2 into a typing instructor. Don't ask.



## AM7: OVERWORKS

The name is a misnomer since Overworks has done the least to impress of any Sega studio. In fact, we can't name you a single one of its games that has reached LIK shores



SONIC

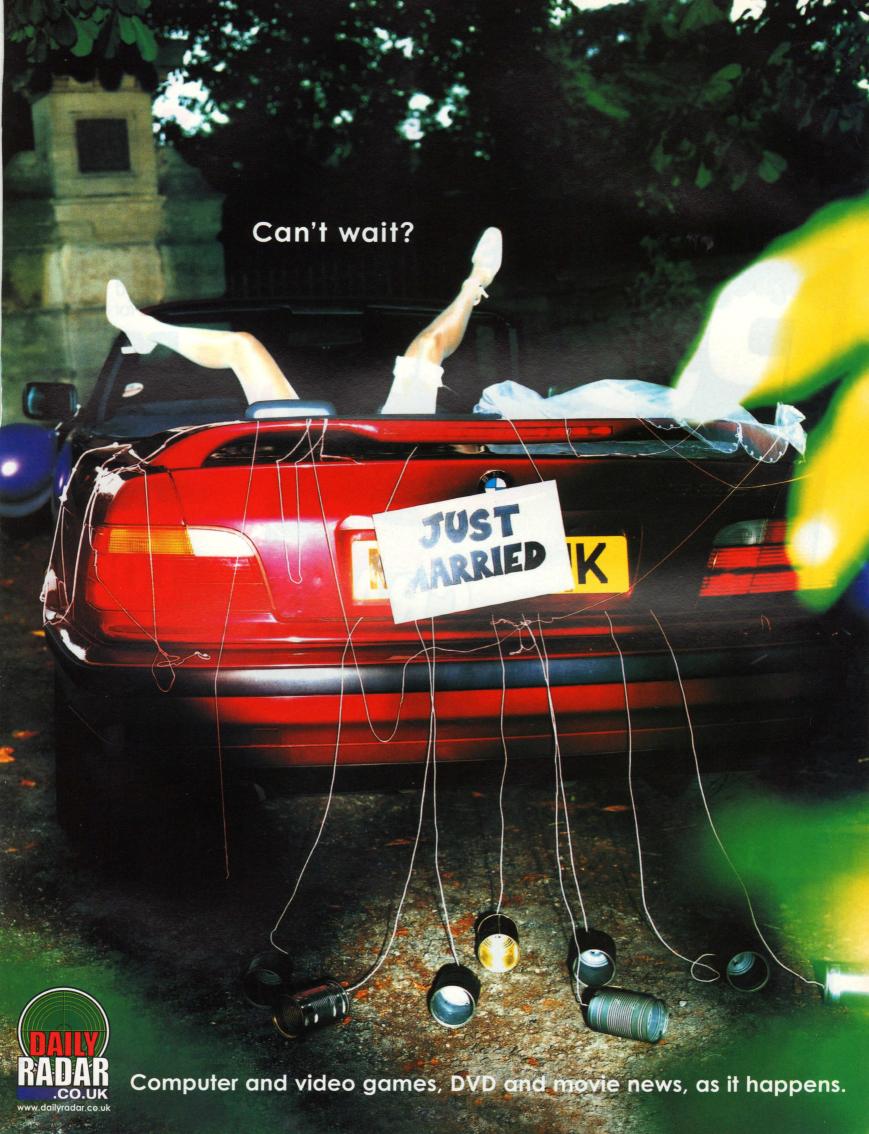
## **AM8: SONIC TEAM**

The pesky purple fella needs no introduction, although Yuji Naka and colleagues aren't content to let Sonic carry their flag alone. Sonic Team's CV also includes arguably the best Saturn game ever in surreal platformer NiGHTS, the cute hysteria of Chu Chu Rocket, the hilarious maraca mania of Samba De Amigo and the first ever Internet RPG for console: Phantasy Star Online. Deals concerning online content have been struck between Sega and Sony so keep fingers crossed for *PSO* on *PS2*.



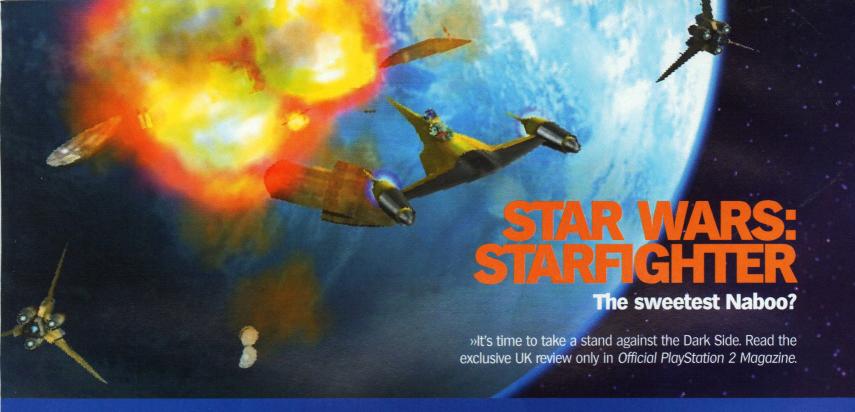
## AM9: UNITED GAME ARTISTS The stomping ground of Tetsuya

Mizuguchi, creator of the masterful Sega Rally arcade games. From dirt to skirt – Mizuguchi-san is also the man behind slinky dance-'em-up Space Channel 5 and is currently completing the SC5 sequel for PS2. Groovy, baby.



# FIRST PLAY OF CRAZY TAXI!





The latest PlayStation 2 games - reviewed and rated

## **OPS2** review ratings

If it's for PlayStation 2, and heading for a store near you, we've played it, argued about it, and, ultimately, judged it. Every issue, we look at the latest games and rate them out of 10:

10/10 Utterly essential

9/10 Hugely satisfying and entertaining

8/10 Highly recommended. Definitely worth your money

7/10 Good, solid fare, and well worth a gander

6/10 Better than average, and fine for fans of the genre

5/10 An average game of some merit

4/10 Poor, but may still have the odd moment

3/10 Extremely disappointing

2/10 To be avoided

1/10 Beer mat



## The OPS2 StarPlayer award

Awarded to any game that gets 9/10 or over. This is just our little way of trying to hammer home what is a fairly simple message: Get this game, and get it now.

## Game reviews

096 Star Wars: Starfighter 102 ZOE

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Media reviews

**DVD releases:** The Sopranos: Series One/Hollow Man/Shaft/Ring/Double Jeopardy/Romeo Must Die/The Terminator

Top 10 Brad Pitt DVDs

Interview: Gorillaz/Internet

Books/Magazines/Music reviews



Publisher: Activision Developer: LucasArts Price: £39.99 Players: 1-2 Out: Now Web site: www.starfighter.com





You can finally stop clutching that cuddly R2-D2 toy tight to your bosom and praying to Yoda that LucasArts' new PlayStation 2 Star Wars game won't turn out to be Bantha fodder. Star Wars: Starfighter is good. Very good. So good in fact, it'll even make hardened fans of the original trilogy whoop with unbridled joy at the Episode I videogame action happening before their tear-filled eyes. This is a thrilling next-generation 3D blaster that's an absolute dream to play, with the added bonus of being drenched in some of the most sparkling visuals and superb sound effects you'll ever experience in the Star Wars universe.

Time for the team back at Skywalker Ranch to take a huge collective sigh of relief. LucasArts knew this game had to be a winner after conspiring to release a string of lacklustre PSone titles such as Star Wars Episode I: Jedi Power Battles, that threatened to bring the whole franchise into disrepute. It appears as if the company has rescued the Star Wars videogaming legacy finally in a daring last-second escapade that ranks alongside Luke Skywalker's magnificent defeat of the Death Star. Yes, that good.

Star Wars: Starfighter is set parallel to the events of Episode I, following the fortunes of three new characters whose lives eventually cross and become united in a single cause to defeat the evil Trade Federation. Rhys Dallows is a cocky Naboo Bravo Squadron pilot flying an N-1 Fighter, Vana Sage is a mercenary-for-hire in the cockpit of the tri-winged Guardian Mantis and Nym is a nononsense pirate controlling a meaty Havoc Bomber. Over the 14 missions (plus extra bonus games) players are given the opportunity to fly these craft, each of which handles very differently and has a unique array of tantalising weaponry at their disposal.

## FEEL IT, DON'T FORCE IT

The adventure begins on Naboo with a canyon training mission for Rhys and his N-1 Fighter, thus giving players that are unused to space combat games their first feel for the controls. Apparently, Starfighter began life two and a half years ago as a PC title, but the team soon started to realise that the game would be better suited the pick-up-and-play aesthetic of the PlayStation 2, dumping the clunky joystick/keyboard combination in favour of

## **Back story**

LucasArts has a heritage of making some cracking Star Wars games, with the genre-defining X-Wing and Dark Forces series on PC, plus the N64's Star Wars: Rogue Squadron. However, on PSone the company has consistantly underwhelmed with the likes of Star Wars Episode I: The Phantom Menace, Star Wars Episode I: Jedi Power Battles and Star Wars Demolition. As explained in OPS2 #01, Star Wars: Starflighter is LucasArts' first console title to move away from film tie-ins to the more respected PC tactic of 'complimentary' titles. If Starflighter I rather than Episode II...



Pre-rendered CG cut-scenes explain plot and draw the player into the Star Wars universe.



the Dual Shock 2. The left analogue stick moves the ship around, with the right stick used for pitch/roll, allowing those spectacular spinning attacks so prevalent in George Lucas's epics. Shoulder buttons and are used for brake and thrust respectively, whereas so is for primary fire (lasers), o is secondary fire (bombs, missiles and ion cannon – depending on the craft), and select targets and on is the inspirational new 'sniper mode' – but more on that later. The Head-Up Display (HUD) is equally as intuitive as the controls, with the left instrument showing targeted craft, their shields and hull damage, the right-hand side to displays your ship's health, deflector shield status and secondary weapon count.

The aiming sight in the centre of the screen is another piece of essential kit, allowing accurate kills and turning red to indicate that an enemy object is ready to be blown to smithereens by a well-timed homing missile. Finally, ships that have been targeted with ② or ③ are indicated by a red (enemy) or green (friend) circle around them, so if they wander out of view, an easy-to-use arrow points you in the direction of the craft. Simple.



A Dagger mercenary ship closes in on the Royal Starship – protect Queen Amidala at all costs.

## SHP SHPPE

The craft and weapons you'll be wielding during Star Wars: Starfighter.

### The Naboo Royal N-1 Fighter

Rhys Dallows' Naboo Royal N-1 Fighter is a quick, nimble ship with a built-in R2 unit and deflector shield.



1. Primary weapon is an effective green laser blast that can polish off enemies from some distance away.

**2.** Secondary weapon is a collection of ten powerful proton torpedoes that have a homing ability and explode on contact.

## **The Guardian Mantis**

Vana Sage's Guardian Mantis is a nifty tri-winged ship with R2 unit that's equipped for covert missions and quickly getting in and out of tight situations.



1. Primary weapon is a lethal dual blue laser that can destroy multiple enemies at once.

2. Secondary weapon is a slow-firing, rechargeable ion cannon that's useful for disabling larger ships.

## **The Havoc Bomber**

Nym's bulky fighter flies with less grace than the others, but possesses a tough deflector shield and rotating turret gun that automatically fires at enemies.



**1.** Primary weapons are two mounted guns that will spit orange laser fire at any hostile units.

Secondary weapons are rechargeable energy bombs, which can be fired in space or on planet missions.

## The Sith Infiltrator

Once unlocked, Darth Maul's Sith Infiltrator is a powerful, fast ship that can even outrun its own missiles. Unfortunately it has a relatively weak deflector shield.



1. Primary weapon is a pair of fastrepeating red lasers reducing opposition to space dust in parsecs. Yes, we know. **2.** Secondary weapon comprises of rechargeable homing flak missiles that detonate with a destructive blast wave.

## The secret ship

An experimental fifth ship is also hidden away in Star Wars: Starfighter, but you're going to have to play the game to see it...





Waterfalls cascade onto rivers teeming with Trade Fed ships.

Each of the missions has an Easy, Medium or Hard option with a main series of goals that all have to be completed successfully to progress. Although the linear structure of the game does often feel like an 'adventure-on-rails', LucasArts has ensured that not all of the important goals are revealed at the beginning of the mission, leaving enough room for surprises and plot twists. Three bonus goals also accompany each mission, which award medals that open up secret missions and new ships. Outer space and planet locations take you on a journey from peaceful lush, green Naboo, to the dusty Mars-alike planet of Lok, home to Nym's pirate base and onto Eos, an ash-choked and arid volcanic world that hides a terrifying Trade Federation secret.

Missions switch between all three characters to give gamers the experience of flying all three craft. A host of favourite Episode I baddies such as STAPs - the Droid equivalent of a street scooter and completely original enemies have also been crammed into Starfighter. All have been taken

//Graphics-wise **PlayStation 2 owners** won't see a better game at the moment// from original Episode I concept sketches created by the film's Design Director, Doug Chiang. Spiky mercenary Dagger ships mix with insect-inspired Scarabs and Hunter-Seekers and, although they're not as awe-inspiring as the original trilogy's TIE Fighters and X-Wings, each craft is a worthy addition to the series (see Know Your Enemy).

## SHOOT AND DESTROY

This is an incredibly exhilarating game to play. Star Wars: Starfighter presents some of the best 3D space combat on any format, while making the gamer feel as though they're an important part of a larger, epic event. From having to protect Queen Amidala's Royal Starship against a horde of mercenaries in the midst of a dangerous fullyanimated asteroid field straight out of The Empire Strikes Back, to a desperate last-ditch assault against a Droid Control Ship teeming with frenzied enemy fighters, the game constantly impresses.

As you weave in and out of advancing ships, taking hits from laser shots, the Dual Shock 2 pounds your hands so much, you almost feel as though it's going to shake itself apart. The delicate handling allows you to participate in spellbinding dogfights even in the midst of a hectic battle comprised of over a hundred separate units. You can thrust towards an evil Droid Starfighter, spin round behind it using the brake to turn sharply



Is Starfighter just a space fighter with a space fighter Star Wars licence

A&Q

tagged on? Star Wars: Starfighter is a space and terrain flight game that fits somewhere in-between our X-Wing series and the game Rogue Squadron. We've labelled it a 'flight action/adventure' because it combines a strong characterdriven story with fast action-oriented gameplay. We wanted to keep that feeling from Rogue Squadron where you'd jump right in and be in the thick of a battle, but also wanted to incorporate some of the X-Wing series's complexity

How closely does the game fit in with Phantom Menace and Star Wars cano The plot of the game runs parallel to the plot of the film, but follows three different characters, Rhys Dallows, Vana Sage, and Nym. All of their lual stories are tied in one way or another to the invasion

of Naboo, but it's really their story, how they get to know each other Scarab

Did you enjoy working on the PlayStation 2? The PS2 is a complex machine, no doubt about it, but our been doing a great job at keeping our headaches to a minimum. We took a long view approach to our development of Starfighter's engine. This allowed us to leverage some programming resources within the company we wouldn't have normally been able to take advantage of. We had one small group focusing solely on PS2 technology, and then a Starfighter-only team focusing on the game

question — go on, tell us a secret about Episode II... You could probably tell me some! At this point more than anyone else out there. **MG** 

Final predictable



STAR WARS: STARFIGHTER - THE WHOLE STORY OPS2's guide to all 14 missions. WARNING: Contains Spoi



## 1. Naboo Proving

Navigate Rhys in his ming yellow N-1 Naboo Fighter through some pretty hair-raising canyons, destroying mines and Holofighters Enjoy a fun dogfight with Bravo Leader Essara Till at the end of the mission.

## 2. The Royal Escort

Rhys and Essara are sent to protect Oueen Amidala's Royal Starship from mercenaries in the pay of the Trade Federation, Watch out for the dangerous, spinning asteroids and a mystery ship that spells death for one of your party.

## 3. Contract Infraction

Vana's first mission involves trying to get Federation, Blast waves of drones including Scarabs, Hunter-Seekers, Daggers, a Dianoga and a Morningstar.

## 4. Secrets on Eos

Vana discovers Droid factories hidden on Eos. Blast all of the Shield Generators and any stray Trade Federation units.

## 5. Piracy Above Lok.

Nym the pirate's mission to 'liberate' a Trade Federation Superfreighter. The first opportunity in the game to control wingmen using the D-pad - test it out on Scarabs and the new Droid Starfighters.

## 6. Valuable Goods

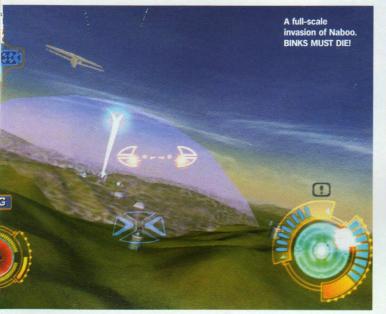
Set on the planet surface of Lok, you must protect your freighter from Trade Federation tanks. bombers and other craft. Nym's bombs are essential for the successful storing of the stolen goods in a cave down river.

## 7. Eye of the Storm

A full-scale invasion of Nym's secret base on Lok, tucked inside a meteor crater, Destroy any Trade Federation unit that moves and protect your base's devastating Inferno Turret.



A Scarab narrowly escapes being blasted... but not for too much longer.



and unleash a colourful round of laser blasts into its hull, sending shards of exploded metal spinning off into oblivion.

The Sniper mode has to be the greatest element of the game, bringing an age-old device used in first-person shooters to a new genre. In space combat titles before this innovation, ships too far away to shoot had to be dealt with by accelerating directly towards them until you were within laser-spitting distance, often resulting in your craft being riddled with enemy gunfire. By pressing on, the sights effortlessly zoom into a targeted craft allowing you to destroy them before they get within a sniff of your super shiny ship. Sniper mode soon becomes second-nature and in certain missions, such as a raid on the Trade Federation Droid Factories, it becomes essential for quickly picking off stationary turret defences that can alarmingly reduce deflector shields to the usefulness of soggy cardboard within seconds.

On later missions, players can also use the D-pad to issue orders to fellow wingmen – 'Cover Me', 'Attack My Target', 'Defend My Target' and 'Report In' – bringing in the best elements of previous LucasArts PC classics X-Wing and TIE Fighter. During more complex adventures where

## CLOSNG N FOR THE KILL

Starfighter's Sniper mode is a revelation

A major downside [Dark side?] to previous 3D space combat games was that enemy ships often remained too far in the distance, reducing gamers to blasting a pinhead-sized speck of light in the vain hope of inflicting damage. Not any more. Pressing allows pilots to zoom in close on their target for devastating laser and missile attacks, allowing dramatic long-distance kills and adding a whole new gameplay element to the genre. It works so well, it begs the inevitable question: why hasn't anyone thought of this before?



**2.** Press **3** to zoom straight in on the advancing enemy starship.



1. You spot a Merc Dagger in the distance, on a course to destroy Queen Amidala's Royal Starship.



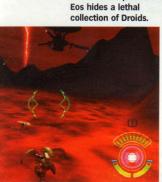
3. Unleash a few laser blasts by pressing ⊗ and the Dagger splits apart in a blinding explosion.

there are several targets needing to be destroyed at the same time, being able to bark commands at your team-mates brings in a whole element of strategy. So, for example in Mission 12 (Rescue on Solleu) you'll have to be organised to protect the resistance Rescue Boats, working with your wingmen to systematically take out each Turret Droid and Patrol Boat while keeping an eye out for additional ambushes from STAPs and Bombers. Mindlessly attacking every single enemy in a random, scattershot way is fun, but your missions usually result in an easy victory for the Trade Federation. Hearing the radio chatter of your fellow pilots asking for assistance, warning you of new incoming enemies and cheering when you save their ship in the nick of time is a fantastic part of the game and does genuinely enhance the feeling of camaraderie.

The main Story mode is enjoyable enough by itself to keep you coming back for extra injections of adrenaline, however after you've completed all the bonus goals, Star Wars: Starfighter also unlocks several excellent ships and mini-games – including a couple of fine two-player split-screen competitions. Canyon Race is a mad dash on Naboo ending with a fabulous dogfight to the death, whereas the Capture The Flag game involves flying through your opponent's shield to pick up a flag and return it to your base – before they grab yours. Both multiplayer games smack of being a development afterthought, with the latter becoming very tiresome after a few spins, but they're a solid enough bonus nonetheless.



Trade Federation Landers (top) and a Droid Control Ship (bottom) as depicted on PS2.



The volcanic planet



### 8. Taking the Offensive All three heroes head towards Eos to prepare a ground assault on the Droid Factory. As Rhys, shoot Orbital Satellites, Mines, Scarabs and other ships, while avoiding the lethal cannon fire from

the planet's surface.

### 9. The Crippling Blow Vana and Nym attempt to take out the Droid

manufacturing buildings

power station, command

centre and landing pad. Get the Turret Defences

first or you'll end up

wallowing in hot lava.

A mission to steal munitions from the Trade Federation. Features a fantastic moment when Reti – a Toydarian on your side – programs captured Scarabs to respond to Vana's commands on the D-pad.

10. The New

Resistance



## 11. Midnight Munitions

One of the hardest missions in the game. As Rhys, protect Reti through the canyons on Naboo, taking on STAPs, AATs, Scarabs and some extremely narrow rock formations.



-

## Naboo-based mission to raid a Trade Federation Detention Camp where as Rhys, you have to protect your Rescue Boats from Bombers, Turret Droids, STAPs and other units placed strategically along the

river route.

### 13. Last Stand on Naboo

Nym and Vana attempt to protect a Naboo resistance camp from Trade Federation forces. Save the Resistance Turrets by destroying AATs, Scarabs and heavy artillery pounding the blue defence shield.



14. The Final Assault
Destroy the evil Trade
Federation Droid Control
Ship by knocking out the
Receiver Stations and
blasting Droid Starfighters

Ship by knocking out the Receiver Stations and blasting Droid Starfighters. The mission takes a turn towards the Dark Side when an evil killer is uncovered and Rhys falls into a trap...



Morningstar
 Powerful tri-winged mercenary ships, with an appearance similar to Imperial Shuttles. Armed

2. Scarab
The 'grunts' of the Trade Federation. Pretty dim, with decent lasers and weak shields.

Dianoga
 Green-tipped quad-winged mercenary ships with four red engine trails. Very tough shields and solld lasers.

Other unlockable treats include two training missions against holographic opponents, a oneplayer Canyon Sprint, an addictive 3D Asteroidsstyle sub-game called Space Sweep, plus two brilliant and original missions. In the first of these, space-based Charm's Way, you play subsidiary character Essara Till and have to help the six Escort Freighters escape the clutches of the Trade Federation - a true test of your Starfighter skills with dozens of Morningstars and Droid Starfighters swarming around your craft, decorating the twinkling starfield with deadly lasers and missile trails. The second mission, Outpost Attack pits you against armies of Droid Starfighters that scuttle spider-like across the surface of the planet towards the base you're protecting with frightening ferocity - something that even the Episode I movie itself didn't show on this scale.

with extremely powerful fast-repeating lasers.

The final bonuses comprise of being able to replay the main story missions in any craft including a top secret experimental ship and Darth Maul's Infiltrator. This awesome metal behemoth is extremely fast, highly manoeuvrable and armed with super-fast lasers and powerful rechargeable Flak Missiles, allowing you to whip through previously tricky missions as easily as a light saber through Jar Jar Binks' throat.

Graphics-wise, PlayStation 2 owners won't see a better-looking title at the moment. With first-and third-person views available, gamers can witness beautifully-rendered 3D ships spinning gracefully through space, sunlight glinting off their reflective surfaces against a backdrop of huge detailed planets and star clusters. Lasers hit their targets sending sparks and colourful particle effects spraying off into the cosmos, with infinitely varied explosions lighting up the screen.

## IT'S SO NABOO

On the planet missions, a large draw distance recreates undulating hills with laser fire scorching the ground and displacing soil debris, while rivers and lakes reflect the ships and fighters realistically in their rippling waters. Damaged fighters start to beich smoke from their engines and spin helplessly out of control, bursting into flames as they crash into a lake of red hot volcanic residue.

//Starfighter is exciting, easy to play and has depth without being too daunting//

Prepare to launch: Nym's Havoc Bomber on a mission to save his pirate base from Droids.



Watch out for Turret Droids' fast-repeating laser fire.





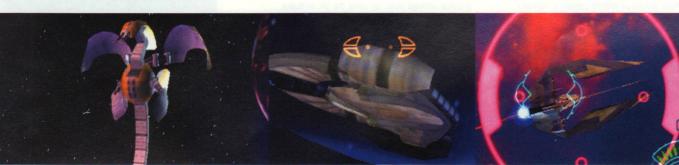
Bombs away! AATs are pounded from the air.

(Left) A daring river rescue on Solleu. (Right) Asteroids provide a spectacular backdrop.



Laser blasts from Eos' planet surface are an extra hazard.

Explosions and laser fire fill deep space with gorgeous swathes of light.



4. Hunter-Seeker

Nasty, scorpion-like killer Trade Federation robots that attack in great numbers with strong lasers, but have extremely weak shields.

5. Bomber

Slow-moving Trade Federation ships with bulky shields and a highly destructive cluster of bombs.

5. Dagger

Tri-winged, highly manoeuvrable mercenary ships, with average shields and good lasers.

A slight disappointment is the occasional slowdown, especially on ground-based missions when there's too much on-screen action, but this never detracts from the enjoyment of the gameplay and appreciation of the stunning world that LucasArts has created.

Another effect you can't ignore is the sound – a rich aural tapestry of laser shots, explosions, engine roars and ship collisions, interspersed with the voices of comrades reacting dynamically to the mission, R2 unit bleeps and snide Trade Federation cohorts. Finally, John Williams' evocative *Episode I* orchestral score surges in the background and the hairs rise on the back of your neck – it's unmistakably *Star Wars*.

What else is there to say about a game that's this fantastic? Yes, everyone wants a PS2 Star Wars title with Luke, Han, Chewy and Leia, but here's an Episode I spin-off that doesn't just try to prise a game out of the film, it adds cracking new ships, characters and plot. In other words, it expands the Star Wars universe in a way that the best of the LucasArts PC space combat sims did and the worst of their PSone games didn't. Starfighter is exciting, easy to play and has depth without being too daunting for the first-time pilot. Cut-scenes – both pre-rendered and real-

time – don't intrude on the arcade action, they flesh out character and story line, which in many ways is more intriguing and enjoyable than the film – with no Darth Brat or bumbling Gungan half-wits ruining the atmosphere.

In a tremendous return to form, LucasArts has produced a hugely addictive space combat experience with edge-of-your-seat skirmishes, sublime controls, stunning graphics, vibrant sound effects and enough bonus missions and minigames to keep a wannabe Jedi Knight's midichlorian count sky high for months. As we said, Starfighter really is that good. □ Jamie Sefton

## STAR WARS: STARFIGHTER

SIAR	WAKS: 5	IARFIGHTER		
Why we'd buy it: - Exhilarating space and planet-based combat: - Gorgeous graphics: - Electrifying sound effects and music: - It's Star Wars!		Why we'd leave it: - Suffers from minor frame rate problems - Two-player games more of an afterthought - Annoying loading times	LucasArts's first PS2 title is a mesmerising, 3D Star Wars blaster. Buy this game, you will.	
Graphics	Beautiful spa	ceships, backdrops and FX	09	
Sound	Star Wars eff	ects and John Williams score	10	
Gameplay	Addictive and	cracking story line	Ø8	
Life span	The Force is:	strong. You'll play it to death	09	

PlayStation。2 VERDICT

## CAN YOU FEEL THE FORCE?

Completing Mission 5: Piracy Above Lok on Medium level.



**1.** Using Nym's bombs quickly disable a Superfreighter.



2. Peel off to destroy TF Freighters. Order wingmen to do same.



3. Destroy as many of the Scarabs as you have lasers.



 Obliterate TF Repair Ships x 2. Again, ask your wingmen to assist.



5. Attack the Missile Frigate and destroy it with lasers. Use 120 to brake and give you more time to hit it.



**6.** Polish off the rest of the Scarabs.



7. Finally, see off the Droid Starfighters. Watch it! These fellas are tough.



**8.** Success! Head to the planet Lok to pick up your captured booty.



9. Check stats. Can you beat OPS2's time of 6.44?





Publisher: Konami Developer: KCEJ Price: £39.99 Players: 1-2 Out: Now Web site: www.konami.co.jp/ kcej/products/zoe/ english/index.html

**Back story** 

Whilst working on Metal Gear Solid 2, Team Kojima

(Mr Metal Gear's squad of top game developers) were

inspired to take the concept

of mech warriors out of

their traditional strategy setting and give them their

own adventure. First time

Director Noriaki Okamura

game since a schoolboy...

took the helm after dreaming of creating such a



Hideo Kojima is a busy man.
When he's not directing, writing,
producing and effectively orchestrating
his own immortality with his

masterpiece Metal Gear Solid 2 (for truly, this will be The Bestest Game Ever Made) he's been lending his talents to a lesser known but, as we've blissfully discovered, equally impressive title.

Kojima hasn't so much been the composer behind Zone Of The Enders, more the conductor. The wind, strings and percussion are made up of some of the industry's top talents. Noriaki Okamura is the Director who's fans describe him as the "game scenario writer who makes you cry," Yoji Shinkawa, principle mech Designer for MGS who has been drafted in to provide his organic, fluid designs to the mechs (see Animal Watch) and Nobuyoshi Nishimura (a driving force behind the Gundam anime series) who has lent considerable weight to character development. And ladies and gents, if you wouldn't mind, please be up-standing. These fellas deserve a standing ovation and a half.

ZOE has been regarded by some as something of a stop-gap, something to pass the time until MGS2 graces us with its presence. However, looking at the whole robot-flavoured picture, it soon becomes apparent this simply isn't the case.

## SENTIMENTALITY VS FIRE POWER

ZOE's story is that of reluctant heroism set in 22nd Century space. And it is young, doe-eyed Leo who becomes the accidental hero after his home –

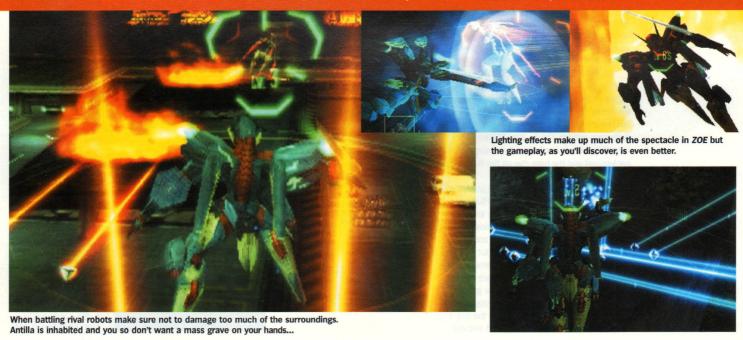
Jupiter's huge space station Antilia - is besieged by a mechanoid army. In the ensuing madness of the battle, he takes refuge in one of the many warehouses scattered throughout the orbiting metropolis. Unbeknown to him, this particular warehouse contains one of the most advanced pieces of fighting equipment of the time - the Jehuty. As explosions rage outside Leo climbs into the seeming sanctuary of Jehuty - a vast robotic 'orbital frame' powered by a mysterious 'Metatron ore' - built by Earth to combat resistance fighters on Mars. Detecting human presence, the mechanoid's artificial intelligence program activates and so begins one boy's epic journey of self-discovery, friendship and character building adventures. But does all that sentimental background mean anything when you consider that this game has guns! Oodles of guns!





## ZONE OF THE ENDERS

A futuristic mission-based robotic shoot-'em-up from Hideo Kojima? Now that's what you call star wars...







on its target until you either disengage it, blow it to a bazillion glittering pieces or, worse case scenario, meet a similarly spectacular fate yourself.

Each enemy has differing AI to consider and will quickly adapt to your attack patterns. So if you were thinking of simply going hell for leather on the joypad you'll quickly learn that this tactic soon becomes about as effective as blowing raspberries. To survive you must diversify your attacks and with a little skill the aeronautical battles become spectacles in themselves. If you take *The Matrix* mentality of combat (suspended, midair, time-sliced fisticuffs) and coat the combatants in titanium shells you get a loose idea of how the fights unfurl. And whilst the action looks completely bewildering to spectators you'll be so engrossed in the on-screen feuds that hours will fly by like seconds.

## KISS OF LIFE

Yoji Shinkawa's magical kiss on ZOE has given the game looks to die for. The cityscape of Antilia is situated within a revolving hub that stretches into the distance, with occasional tiny explosions dotted here and there. While you fly high above the city your Jehuty will receive SOS messages from beleaguered sectors which you can then descend upon and assist. As the ground becomes closer during battle, tiny civilian buildings with cars in the drive, working factories with trucks parked in the loading bay and freeways jewelled with sparkling maintenance lights are freely and wantonly obliterated – and it's beautiful.

It's possible to grab enemy mechs from the sky and punch them headlong into a skyscraper,

### TWO'S COMPANY

ZOE's even better when you're not going solo.

Once you've completed the game missions get a mate round and have a one-on-one beat-'em-up session. From a selection of orbital frames available throughout the game you then have the opportunity to wreak havoc on surroundings that you were otherwise charged to protect. It makes *Tekken Tag* look positively pedestrian.





sending the whole structure cascading to the floor. Lighting effects are also tremendous giving the game a light, electrical charge, diverting your attention from the fact that most of the action takes place at night. Your Jehuty shimmers in the light, particle effects rain down like radioactive fireworks and streams of electrons burst from enemy weapons that are aimed squarely at your big metal head.

To complement the firework display, the development team has produced accompanying music with intelligence. If you're simply roaming through the skies then the tunes are very much incidental but as soon as you encounter a foe then the tempo is upped to fit the action. The greater the number of enemies you tussle with the more riffs are added until it eventually subsides as the threat is dispatched.

Whilst ZOE could be construed as just another plotless mech shoot-'em-up similar to Polyphony's sweet but shallow Omega Boost for the PSone there is a very definite mission structure threaded throughout the game. Leo forms a bond with the ADA programme running the Jehuty (for she has a softly spoken feminine voice you see) and the bond between the two is palpable. ADA, on several occasions, refuses to let Leo enter hopelessly overambitious situations, advising the best course

//ZOE is such a goodlooking game it could be described as an orgasm for the eyes// Close quarter battles call for Jehuty to whip its sword out.

Sometimes escape is the best option. After all, you're just a kid.

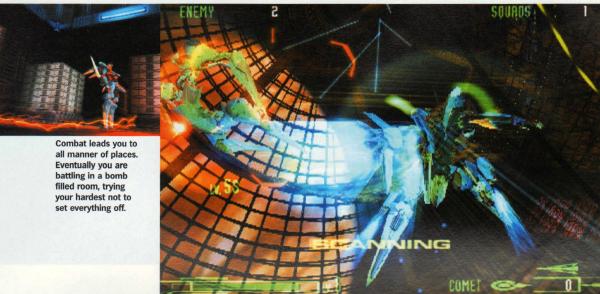








Locking-on to an enemy is often the best way to kill it. Once it is ensnared there's no escape.

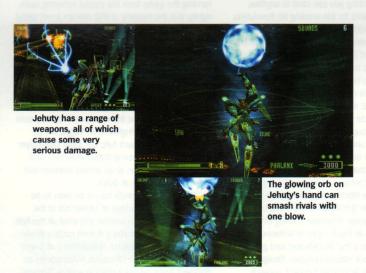


of action and alternative tactical options. Leo on the other hand orders ADA to seek medical attention when she picks up a virus. It's all very Flight Of The Navigator.

The plot takes up only as much room as it requires and is little more than padding between the action but this doesn't stop trademark tales of woe from beaten rivals making their appearance as they do in the MGS games. One enemy, whilst being sucked into the whirling vortex of Jupiter's great storm, begins her tale of loneliness and how she found her soul in the heat of battle. Here Kojima's influence is especially prevalent.

ZOE is, apart from being marginally short (just over eight hours of gameplay in Easy mode) a near perfect shoot-'em-up. It's as intelligent as it is playable. End of level bad guys are ferocious, nimble creatures with real ingenuity. Mission structure is well conceived, weapons are varied and most importantly, because of the bond between Leo and ADA you don't want the Jehuty to come to harm. Whereas storming into a situation has been readily acceptable in so many shoot-'em-ups, ZOE rewards caution and thought. It's so good looking it's like an orgasm for the eyes.

ZOE deserves to be snapped up by more than just mech-heads, it is a superb, space yarn infused with battles that are better described as balletic dance sequences and those two points should be impetus enough to nab a copy. If you're still to be convinced then wait until you hear about the playable demo bundled free with the game − Metal Gear Solid 2: Sons Of Liberty. That in itself is worth the price alone. Form a queue, people, − this one's going straight to the top. □ Ben Lawrence



## ZONE OF THE ENDERS

Why we'd - Great gam - Looks stur - From great - It's totally a - MGS 2 der	eplay ining t lineage addictive	Why we'd lear - Might be a litti hardcore gam	le too short for	gan and eve	e of the best PS2 nes we've seen so far an absolute must for ry console owner. it now!
Graphics	Just beautifu	I. Simple as that.		12	F
Sound	Always complimentary music and good FX			Ø9	
Gameplay	You won't put your joypad down till it's over			Ø9	
Life span	Purists may	rists may want more		Ø6	

## THROUGH THE AGES

In 170 years Earth has become over populated, fossil fuel has run out and many people have moved to outer space. Terrorism is still rife and it seems no-one is safe. Maybe this potted history of our solar system will help you understand the plot behind ZOE.



**2014** The International Orbital Elevator plan is announced when the Earth becomes over populated. A space station is constructed which enables Earth to exploit outer space.

**2020** Exploration moves to the moon where the first settlement is established.

**2045** A link to the moon is finally completed and mining on the lunar surface rapidly increases. A manned robot known as the LEV (Laborious Extra-Orbital Vehicle) is built.

**2052** Scientists make a breakthrough with nuclear fusion generators and Mars is soon colonised and terraformed.

**2063** Fossil fuels become a thing of the past. The UN unite their efforts to exploit space with unlimited power at their disposal.

2073 Phobos and Deimos. Mars's moons, are colonised

**2081** 'Metatron' is discovered and leads to an advance in electronics. LEV technology moves forward in leaps and bounds.

2093 Metatron is discovered to be able to compress space and leads the way to high speed space travel.

2130 As terraforming develops even further on Mars, people emigrate from the moon and leave the satellite struggling for United Nations funding.

**2132** Ambitious blueprints for a Jupiter orbiting space station drawn up by the UN.

**2135** A virus breaks out on Mars. The planet is quarantined from Earth.

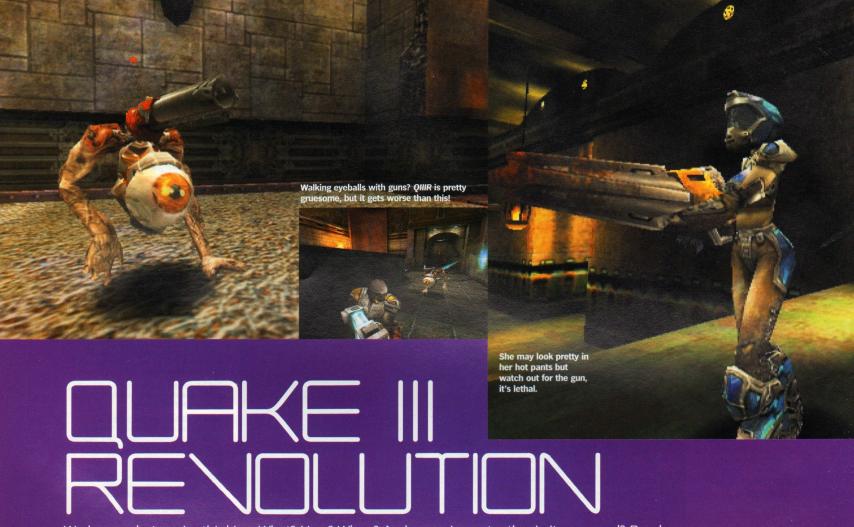
**2145** Deimos, one of Mars' moons is fitted with a space catapult. People are eager to see the solar system and Mars becomes besieged with immigrants. The UN separates Mars into 'countries'.

**2157** Mars colonists feel threatened by Earth's attempts to separate the planet into sectors and a growing rift between the two planets forms.

**2158** The Bahran militia group is secretly founded on Mars. On Earth the UN build a prototype of 'orbital frame' technology.

**2167** Bahran terrorists use a stolen orbital frame to attack officers of the United Nations on Deimos. Tensions between Earth and Mars come to a head and orbital frame technology is revealed to the public.

2172 United Nations armies occupy the Antilia colony in Jupiter's orbit in a bid to gain a foothold on the situation spreading across the solar system. And this is where we begin our story. Bahran terrorists decide that Antilia would be a wonderful military outpost and rumours of orbital frames on Antilia drive them to hungrily seek it out...



We know what you're thinking, What? How? When? And more importantly... is it any good? Read on.

Publisher: EA Developer: Bullfrog Price: £39.99 (TBA) Players: 1-4 Out: 6 April Web site: www.idsoftware.com

**Back story** Developed by Bullfrog from an amalgamation of id Software's Quake Arena games for the PC, the PS2 version is a mixture of all that's best from Quake III. Rather than a straight port over of the Dreamcast version, Quake III Revolution is unique, even bettering the more mission-based Ouake II on the PSone

Um. Hello? What time do you call this? Thinking you can stroll in anytime. Thanks for the warning Mr Revolution, thanks for letting us know you were

coming. We would have put up the sofa bed. We've got a good mind to turf you out onto the street. But no. You had to go and be bloody good, didn't you? You had to be so playable that despite your impromptu 'click of a finger and you've got our attention' arrival, we can't help but love you. And now you've made yourself at home and you're rummaging through our fridge. But we don't mind. We don't mind only because you're brilliant..

Explanation time. In development since last July, EA hinted that it might publish a PS2 version of Quake III but refused to discuss it despite their Bond game The World Is Not Enough using a Quake III engine! But while we were hunting for details, EA's inhouse developer Bullfrog simply got on with the job at hand - turn id Software's PC blockbuster into a PS2 blockbuster. And guess what? Despite our natural cynicism (Straight To Review = Pile Of Arse), they'd done it superbly.

So a quick PC port, right? Wrong. For starters, the game has no mouse or keyboard compatibility. Instead Bullfrog has concentrated solely on running the game from the joypad believing, quite rightly, that the majority of PS2 owners aren't going to have a USB keyboard and mouse knocking around. The idea was to recreate the fluidity and instinct derived from a keyboard/mouse set up to the humble pad. This involved borrowing well tried control systems from the likes of TimeSplitters and tweaking levels just enough to make them easier to navigate. This, say Bullfrog, is to keep the frame rate up. Actually, if the frame rate was 'up' anymore it would be Peter Stringfellow on Viagra. It's so amazingly fast you can't help but gasp. One-player mode runs at a blistering 60fps, while two- and four-player games run at an almost indiscernible difference, coming in at 50fps.

The four-player mode has to be seen to be believed. It blows the likes of Unreal out of the water and makes you wonder just what all the fuss was about in the first place. It even casts a shade over its nearest contender TimeSplitters, at points eclipsing it altogether. Of course, 60fps comes as standard these days but often at a price. Textures, geometry or the number of bots always seem to suffer, but Ougke III retains the lot. The textures are

especially dumbfounding. The gothic, twisted spires of arenas, or the scorched, cracked walls of dripping dungeons exude detail. Now, we don't want to enthuse too much about Ougke III Revolution - after all, it has pulled a sly one on us - but it resembles nothing less than (bite your lip) something from a top spec PC. There, we said it.

## CURVES TO DIE FOR

Structures are curvaceous, colours and hues emanate from every on-screen inch. Lighting effects, particle effects and shadowing all weave so successfully together that if you were to gaze upon the game long enough you'd find yourself gradually creeping closer to the screen just to wonder whether you could snog it.

Okay, surely there's got to be some form of spanner shaped implement we can sadistically throw in to the works? A game can't be both sneaked out on to the shelves and be nigh on faultless, it just doesn't work like that. Well, we've looked and the closest we came to an Achilles Heel was Quake III's online issues. Even then it just arrogantly brushed off the potentially lethal flaw like a Geography teacher brushes off dandruff.



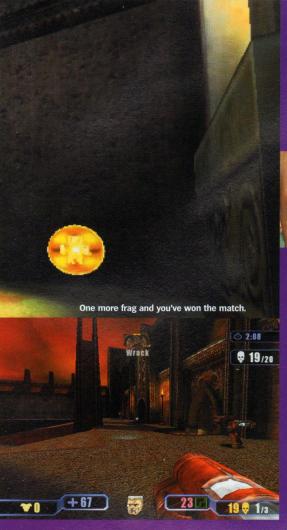


Only one thing lies between you and the steps. This guy and his gun.





Multi-level arenas require a lot of bouncing if you are to become top fragger.



## //The textures are just dumbfounding. arenas and dungeon walls drip detail//

You see, Quake III Revolution isn't, and never will be, online compatible - surprising considering Quake III Arena's success was fundamentally affected by it's online capabilities. Even the oneplayer mode lacks the narrative of Activision's Quake II for the PSone as way of compensation. Yet here we are, treated to a series of 32 bot-filled arena deathmatches (21 of which are taken from Quake III Arena, six from the add on pack Team Arena and five which are completely unique to the PS2) and every one is superbly playable.

You'll be scooting, strafing and bouncing around the arenas and hollering, wild-eyed and grinning at every delicious recoil from every round you fire. Because the enemy AI is so finely tuned it soon becomes irrelevant that Quake II had the advantage of a plot. The bots will retaliate with as much gusto as you throw at them and you'll be splattering organs all over the place long into the early hours.

Purists will be pleased to know that many of the PC weapons make a welcome appearance so if you were partial to peppering your enemies with the contents of a clunky nailgun, enjoyed watching their eyes writhe in their sockets as you cooked them with an electric pulse gun or revelled in the devastating effect of the BFG (Big F\*\*\*ing Gun for the uninitiated) then it's all here for your delectation. The only problem you'll find is putting the joypad down. You'll simply just have to keep on playing. So, as you can imagine, there's not a

A&Q

## A OUAKE CHAT

We put a few questions to David Ratcliffe, Quake III Revolution maestro about how Bullfrog managed to port id's fragger from PC to PS2.



What sort of changes have you made in the port over from the PC game to PS2? One of our key goals was to keep the game as fluid and fast as the PC version. This has meant making many, but very small, alterations to the levels. For instance in Arena of Pain there is small ledge that on the PC you have to make a small jump to get onto Watching people play this level on PS2 showed that this 'stopped' the flow of the game. Now we've tweaked that ledge so you don't have to jump onto it, meaning we keep the speed and fluidity of that level intact.

QIIIR is not mouse or keyboard compatible – why? Bullfrog has been working on console control ideas even before we took on Quake III and we used this work as a basis of what makes a good control system for the PS2. We then looked very carefully at the functionality that was eded for Quake III and then looked at the levels themselves. We haven't supported mouse and keyboard, our view is that only a minority of people would have a USB keyboard and mouse ready to plug into the PS2. Imagine trying to play sitting on the carpet in front of the TV

How did you manage to get both great textures AND a high frame rate? What had to be sacrificed? By having some of the best people in the industry working on the game. We've redone the whole underlying display technology of

the game to ensure we get the maximum performance out of the PS2. By working 'next to the metal' you can get some stunning results from the PS2. We've really had to sacrifice very little.

## What aspects of this Quake III are unique to the PS2?

The single-player campaign, being able to build your character up in the single-player game, play your enhanced character in multiplayer, ability to leave your single-player character as a bot on a friends' PS2 for them to give you a shoeing.
The Vadrigar (who you must defeat to win the single-player game), five new levels, new game modes including Possession in which you have to keep hold of the flag for a certain amount of time whilst the bots do their damned best to frag you, Team Arena levels, and Team Arena weapons. And more...

Is there anything you would have liked to have been included but couldn't? Not really, we've achieved everything we set out to do: rock gorgeous textures incredible amount of geometry, great sound, and enhanced singleplayer experience

Without getting into the politics of it all, could you let us know why QIIIR has suddenly appeared this – without warning? No politics were involved. The developer is very protective of Quake. They wanted to make sure the game absolutely rocked before letting people



One-on-one, the battles can become a ⇒ single-minded scrap to the death.

Keep your eyes open for armour. It stands between your life and you becoming sushi. Even the environments are designed to put you on edge. They do it wonderfully.







Poor Ranger... and with a rocket launcher too. What a mess that must have made.



Deathmatches are just another facet of this marvellous looking game.

## //Quake III is a damn sight better than Unreal and a serious rival to TimeSplitters//

spanner shaped throwing device for miles around. Drat and double drat. Even incidental touches such as music are sweet as a nut.

Spun together with the slamming, metallic gameplay is the most ominous audio accompaniment we've heard on PS2. Groaning, chanting and wailing underlies the pounding dark drone of the music and the deep narrative voice of the Vadrigar (supreme being, dribbling, heavily armed loon – you'll love him) keeps you informed about your current standing. It helps the atmosphere no end.

If, should you lack any kind of patience or interest and you become tired of the Single-player mode (for it is unlikely you'll ever tire of the multiplayer modes) there are a number of variations to gameplay that you can take a juicy great bite out of. Team Deathmatches pit you and a partner (CPU or otherwise) against two other bots. The first to a certain amount of frags wins. Capture The Flag has also been introduced and it's during these matches that the enemies come into their own. If you have possession of the flag they will hunt you down with such intensity you have to keep the fire button depressed at all times just to wade through them. Lesser modes such as Single

Weapon Deathmatch and the trite Single Weapon Team Deathmatch option all bolster the game's longevity without giving it as much worth as they should but they are hardly unwelcome additions. The 42 playable characters also form an impressive catalogue, especially as you can train a character up through the Single-player mode then enter him into deathmatches against them all.

And that's it. You'll see it in the shops, you'll wonder where it came from, you'll buy it and you'll love it. Quake III Revolution throws everything it has at you, grabs you by the neck, throttles you with a perverse glee and leaves you wondering what the hell just happened. A damn sight better than Unreal, a serious rival to TimeSplitters and it does it all in the cheekiest fashion possible. What more could you want from a first person shooter? It's got bullets, blood and bravado. Verily, you will want for no more. 

Ben Lawrence

## **OUAKE III REVOLUTION**

## Why we'd buy it: - Looks the dog's. Plays

like lightning
- Incredible speed
- Advanced lighting and particle effects

## Why we'd leave it:

 Not as immersive a TimeSplitters.

- The lack of an online capability

A bolt out of the blue but it's a great surprise. We urge you to check it out. You will die for this game...

Graphics	Never seen anything like it on the PS2
Sound	Brooding and spooky. Nice touch
Gameplay	Great. Fast, responsive and creamy
Life span	A touch too shallow maybe?

09

PlayStation 2 VERDICT

Ø8

09

07







Publisher: Video System Developer: Ubi Soft Price: £39.99 Players: 1-2 Out: Now Web site: www.ubisoft.co.uk/ f1/

#### Back story

Having already appeared in previous guises on a host of other formats, PS2's F1 Racing Championship's roots essentially stretch back to F1 Racing Simulation – Ubi Soft's comprehensive and highly demanding Formula One PC sim released in 1997.

 $\mathbf{x}$ 

You have to wonder if there are any gamers left on the planet that haven't purchased an F1 game by now. Always a popular genre within the

videogaming circle, the last two years in particular have seen developers and publishers fall embarrassingly over their polygonal camshafts in a desperate attempt to slipstream the competition onto the top spot of the sales chart Grand Prix. Seemingly, not a month went past without some new opportunity to become the latest virtual Formula One champion either being announced or screeching to a halt once inside your local electronic entertainment retailer.

Admittedly, the quality of the average contemporary F1 videogame is impressive – decent visuals, comprehensive dynamics, and elaborate setup options are usually a given. But less so is the undeniable fact that the vast majority offer little that could genuinely be termed different to the competition. And given the potential within this hugely popular sport for videogame interpretation, it's incalculably frustrating to be force-fed the same diet month after month.

Why, for instance, does a publisher insist on focusing on the latest teams, stats and circuits when it knows everyone else around it is doing the same? Wouldn't it make more sense to

differentiate your product in an attempt at offering something with a little more character? Alternative F1-based scenarios that would make perfect videogame incarnations aren't particularly difficult to come up with. To give you an example, consider the Turbo Years of the mid-Eighties: a time of massive slick tyres, ridiculous engine capacity, tremendous acceleration and silly amounts of downforce. A time when Senna, Prost, Arnoux, Patrese and Piquet battled seemingly unconcerned for personal safety. A time when circuits were exactly what they should be, before political correctness turned up to spoil the party - when Monza still had its treacherous Tamburello turn intact and when Silverstone was essentially a straight line with the odd mild kink in it. And to this you add a thoroughly engaging structure progressive, naturally. There are so many things you can do with structure in an F1 game which makes most of today's efforts look laughably underdeveloped.

//The opposition flinch away from your path as though you suffer from automotive herpes//

To its credit, at least F1 Racing Championship tries to do something with its arrangement. Next to the expected arcade, single GP race and time trial elements there's scenario and championship alternatives that require certain criteria to be met before access is granted. For instance, the driving school option (similar to Gran Turismo's) has to be completed before Ubi Soft considers you ready for F1 Championship entry. Similarly, taking part in season specific scenarios isn't possible until you finish a certain number of tracks in the points (ie the top six places). It's not utterly revolutionary, but at least it makes a change from the usual approach that allows you access to everything the game has to offer without making you work a little for it (EA's recent F1 Championship Season 2000 also tries a less open approach).

#### GRAPHICAL DOWNFALL

Presentation is something else this racer does well. Not necessarily in terms of pre-race menus which, oddly, appear to suffer from a slight sluggishness when selecting the various options, but rather in the way it incorporates scripted pre and post race events into the action which adds to the overall atmosphere. Yet in terms of graphics the competition is already ahead – here, car detail is basic and although accurate, trackside objects



The circuits were allegedly built using real GPS satellite data, but they don't necessarily feel any better than the many other incarnations around.

#### DAMAGE LIMITATION

An F1 game can't call itself that these days without a comprehensive set of physical failures...



Ripping off the competitions' wheels is all too easy if you forget to brake.

Naturally, nose cones do come off but can be replaced in the pits.

Hit a barrier hard enough and you tend to get more than a puncture.

Unlike many, F1RC goes to the trouble of including real marshalls.

#### UUKN, EUUU









e driving advice on a corner-per-corner basis

could benefit from a few more polygons (although there are nice visual touches such as camera flashes from the crowd).

Once the red lights are off, the weight of the steering may initially surprise you. In fact, it allows for smoother control than the overly twitchy nature of most F1 racers and is equally suited to a digital or analogue set up but it's a very much a personal thing - one man's loaded steering is another man's trip into the gravel. Less disputable is the lag that exists with the accelerator - the throttle fails to react suitably quick and ends up evoking a real sluggishness to the proceedings - which isn't good news for an F1 game.

#### IN THE FRAME

Not good either is the constant frame rate problems that plague nearly every corner of any of the 16 circuits, with the game stuttering into action every time a different section of the track has to be displayed, thus severely disrupting the game's otherwise smooth nature. And handling wise, while on dry Tarmac things are fairly pick-up-and-play with a massively forgiving - if enjoyable approach, the dynamics are nevertheless unrefined, aptly demonstrated by the ridiculously overemphasised skidding once the rain comes down. And sticking to the 1999 statistics when everyone else around it is displaying a more up-todate appearance is unlikely to do it any favours.

On a more positive note, the lengthy loading times experienced on the preview version have been significantly improved. And while the Al won't win any awards, it is reasonable - drivers acknowledge your presence in a more subtle manner than EA's counterpart (where the CPU opposition tends to flinch violently away from your path as though you're suffering from the automotive equivalent of herpes) and generally get round the track competitively, even if they appear overly keen to ram your gearbox on occasions.

Ultimately, this is average Formula One videogame territory. Despite one or two structural trinkets, you've seen all this before. You've seen it done worse but, crucially, you've also seen it done significantly better. 

João Diniz Sanches

#### POLE **POSITION**

The biggest problem F1RC faces is already stiff competition from fellow PS2 F1 titles, despite the machine's relative short existence.



F1 Championship eason 2000: A little angular, perhaps, but visually EA's F1 game is admirable and playable



Formula One 2001: SCEE's game is looking good, with better handling characteristics and more convincing 3D crashes.



F1 Racing Championship: Ubi Soft's version isn't as polished as EA's or as driveable as SCFF's but is a reasonable attempt.



The Al isn't the best around, but at least the CPU competition does make an effort to drive around you should your car decide to go the wrong way.



very juddery as soon as you've cleared the hairpin ahead...

#### **F1 RACING CHAMPIONSHIP**

#### Why we'd buy it: Progressive elements of

- structure
- Detailed presentation Replay options
- Pick-up-and-play

#### Why we'd leave it: Frame rate problems

- Unresponsive throttle
- controls Occasionally erratic Al
- 1999 statistics
- Graphics Clean but angular, a little basic Sound Same engine note regardless of car Gameplay Reasonable handling but a little life

**0**6 Ø5 05 **Life span** Good selection of gaming options

PlayStation 2 VERD

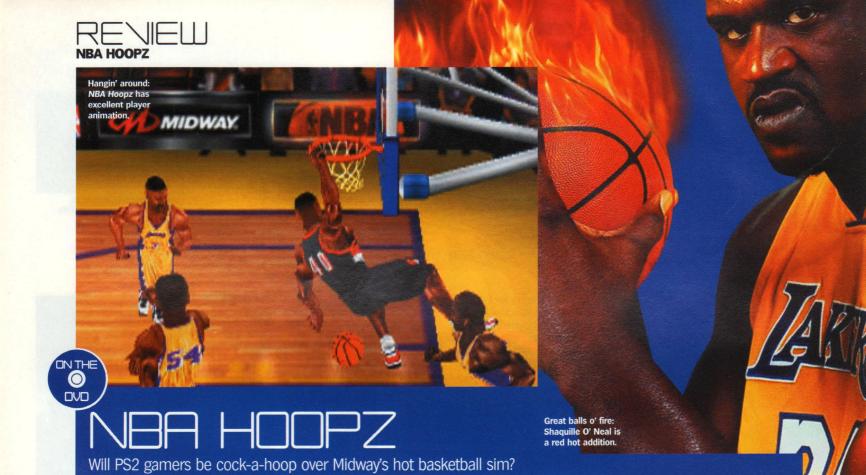
As comprehensive as any

other F1 game to date, but while offering

entertaining moments it

remains a little less

engaging than the



**Publisher: Midway Developer: Eurocom** Price: £39.99 Players: 1-6 Out: Now Web site: www.midway.com

Back story
NBA Hoopz is the latest Midway sports game that features the company's trademark accessibility and no-nonsense gaming. Ported from the original arcade version, NBA Hoopz is an unpretentious, fastmoving three-on-three hoop-slamming extravaganza in the tradition of the hyper-addictive arcade and PSone titles NBA Jam and more recently, NBA Showtime

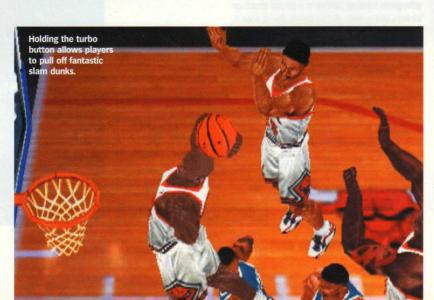
Basketball has resolutely refused to slam dunk its way into British popular culture, despite the brief sniggerinducing appearance of American films

such as Above the Rim and Hoop Dreams. However, even though it's still early days for UK PlayStation 2 releases, publishers have bombarded the console with no less than three different basketball games - and there are more waiting to make their debut.

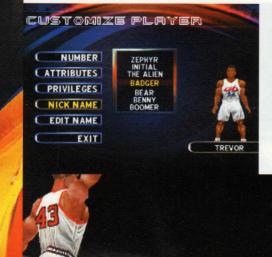
NBA Hoopz is the latest title to feature tall men putting orange balls through a metal ring, and out of the current trio of games available is by far the most entertaining. Featuring all the official teams you (probably don't) know and love, NBA Hoopz dumps simulation in favour of a three-a-side arcade knockabout with decent graphics and a typically Midway arcade aesthetic in the mould of the old PSone/coin-op classic NBA Jam.

Players have the usual choice of a full Season, a knockout Tournament competition or just a quick friendly, with up to six people able to take part using two MultiTaps. You then choose a team and which position you'd prefer to play - guard, forward or centre, although this is largely irrelevant if there's only one human player on any side. Once you've then assigned three talented team members to the various positions using eight rated abilities ranging from speed to power, you're quickly into the net-slapping action.

With only six players on the court it's much easier to see what's going on, compared to other basketball games where tapping buttons in a random, frenzied manner seems the only way to achieve anything of significance. You soon start zipping the ball between your players and pulling off tremendous 'alley-oops', where a team member leaps high into the air, intercepts a clever looped pass and dunks the ball aggressively into the basket. Score three baskets in a row with a particular character and he becomes 'on fire', turning the ball into a firey inferno whenever he touches it and allowing more accurate moves and shots. More fancy moves can be found if you hold down the pass button, allowing you to fire the ball between team members in an excellent impersonation of the Harlem Globetrotters, although their trademark move of balancing a basketball on one finger while whistling and talking to Scooby Doo remains sadly absent.







**CHICAGO** 

HALFTIME

DALLAS



If you're bored of the usual seven foot basketball freaks, NBA Hoopz has a set of very silly characters, including Crispy the Clown and a bright green Gilbert-alike alien. A create-your-own-player feature is also thrown in along with the usual cheats.

#### MINI-FUN

NBA Hoopz packs in a fantastic selection of tricky challenges.

One of the best aspects of Midway's basketball knockabout is a line-up of hellishly addictive mini-games. Here is a selection of OPS2's favourites...



#### **Around the World**

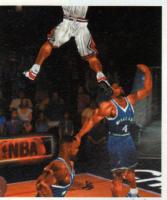
Challenge friends or the CPU to net baskets from positions all around the court with the added bonus of being able to taunt your opponent with shouts of, "You're gonna miss!" and the like.

#### Three Point Shootout

A manic 'shoot against the clock game' where you have to get as many balls through the hoop as you can, with bonus points for shooting a brightly coloured 'money ball'. Oulet at the back.

#### 21

In this mini-game you compete against two other competitors to be the first to reach exactly 21 points. Tricky, but with a MultiTap and two friends you'll be playing it until the early hours.



NBA Hoopz packs in an impressive array of gravity-defying balletic moves.

## //NBA Hoopz dumps simulation for a three-a-side knockabout//

40

As well as passing and shooting, NBA Hoopz features a useful defensive tactic for holding onto the ball and a bonus in the form of a turbo boost which gives players an injection of energy for speedier passing and spectacular slam dunks. Using a combination of these controls and releasing shots at different points in the animation cycle delivers a great amount of flexibility, without being overly complicated in the button-pushing department. NBA Hoopz keeps you entertained, avoiding annoying interruptions by doing away with the 'proper rules' and letting you commit violent fouls without punishment and keeping the ball on the court at all times.

#### NON-STOP

In addition to the main arcade event, Midway has included several highly addictive mini-games (see Mini-Fun). In these you can test your skill in various challenges by shooting baskets against the clock, or competing for points in a three-way battle against the CPU or friends. A hidden collection of ridiculous bonus characters, outdoor courts, power-ups and silly big head-style cheats will further ensure there's plenty here to while away the hours with your PS2.

NBA Hoopz' graphics aren't too special for a next-gen machine, but the game is backed by the considerable size and weight of Shaquille O'Neal, who provided many of the 450 superb motion-captured animations. Detail on the players' faces is amazing, especially after the first quarter of a match has been played and the camera zooms around the court showing realistic close-ups. Other graphical flourishes include the reflective court floor and an animated crowd that jumps up and cheers during exciting on-court moments.

Even so the whole package underperforms compared with the sparkling appearance of EA Sports' NBA Live 2001 or Konami's ESPN NBA 2Night which both feature larger courts, animated substitute's benches and TV-style cameras that move to follow the action. Replays have been included and players can save their best shots and slap-aways to Memory Card for posterity, but again they're somewhat of an afterthought and don't have the sort of panache that you would hope to see in a PS2 title.

NBA Hoopz is a highly enjoyable and exciting sports game which is ten times livelier than the usual dry, dull basketball sims that bounce onto consoles. It's easy to pick up and play, with a surprising amount of depth that soon reveals subtle special moves and tricks of the trade. As a multiplayer title it excels and the mini-games are a great bonus, providing addictive challenges that keep you gripping the Dual Shock 2 for 'just one more go'. A few tweaks could've improved the game, such as better player Al and more interesting background graphics, but NBA Hoopz is still pleasantly absorbing. NBA 2Night is probably the best overall simulation, but if you're a fan of the sport who desires a fast-moving, arcade-style thrash rather than a realistic representation of man versus basket, NBA Hoopz is 



Three players per team means NBA Hoopz is a less crowded, more enjoyable experience.



Shaq has definitely let himself go these days...

# Why we'd buy it - Refreshing pick-tup-and-play arcade sports action - Addictive mini-games - Good multiplayer options Graphics Great player detail, but dull backdrops Grameplay Top fun with extremely playable bonus games Why we'd leave it: - It's basketball game on the playStation 2, but lacks the long-term appeal that a true sim can deliver. The choice is yours.

PlayStation 2 VERDICT





Billions of dollars worth of plane and you want to go skywriting?



Looks like a hubcap but the UFO's handling is out of this world.

## SKY ODYSSEY

A flight sim with no combat may sound dull. But this game soars above the competition.

Publisher: SCEE Developer: Cross (for SCEI) Price: £39.99 Players: 1 Out: April Web site: www.scei.co.jp/ sd2/skyodyssey/

#### **Back story**

Sky Odyssey has swooped down from the development ether without so much as a warning circuit of the landing strip. It's a one-off that harks back to the spirit of the N64's hugely enjoyable Pilotwings, making flight, not fight order of the day.



Sky Odyssey is a one-player flight sim without a single enemy, airborne or otherwise to destroy and no weapons available to carry out the job even if

there were. This is living, breathing, loop-the-loop proof that solid gameplay and intuitive controls are the soul and beating heart of any title worth its place at the foot of your PS2 shrine.

Doesn't sound like the same game? Then read on, because *Sky Odyssey* manages to hijack the future of the genre back from clutches of all those ponderous, doorstep-manual flight simulations and redirect it to the airspace directly above total enjoyment.

The key to the game's appeal is how it manages to combine *just enough* of the realistic handling found in the finest of those earnest flight games with the kind of imaginative missions and modes that should appeal to even the most earthbound of gamers. *Sky Odyssey* has five distinct modes, all of which are open to you from the get go. Training and Free Flight are self explanatory, and immensely enjoyable in their own right. Target sets you the task of precision flying through a series of airborne markers before landing safely (all within a dawdle-prohibitive time limit). While Sky Canvas challenges you to go all Etch-A-Sketch at altitude and learn the underappreciated art of skywriting.

These stand alone modes are not only worth strapping your goggles on for in their own right, but will equip you with valuable skills that you will need in the fifth and best mode of the lot: Adventure. Enter this and you'll be greeted by a

//Sky Odyssey keeps coming up with new and thrilling ways to test your flying skills//



See that tunnel? That's where you're going. Deep breath, now.

## THE WRITE STUFF

Skywriting is a challenge what with no SkyTippex to correct your mistakes. Here's how to master the figure eight.



1. Now the figure eight requires considerable skill to create its fluid, looping curves. Easy.



2. The key is to keep your altitude whilst banking without jerking the plane's controls.



**3.** Mid-point. Now bank left 180 degrees and prepare for the second loop and...



**4.** Voila! Well. It was very windy. And it's a stupid shape. Who the hell asked you anyway?

very rousing *Indiana Jones*-style score that would wax a moustache at a thousand paces and stiffen every lip in the room. This is heady stuff. It seems there is an archipelago made up of four islands, each with their own climate and terrain, and none of which have been fully explored. Only a handful of explorers including brave pilots like yourself are up to the challenges these diverse environments offer. Choosing from an initial choice of three planes (biplane, customised WWII fighter or early pulse jet) you are invited to take on ever more difficult and varied missions set in challenging locations from the arid canyons of Arcadie to the permanently mist-shrouded island of Destin.

The missions (of which there are 18 in Adventure mode) start off with a deceptively simple task. Take off, fly from A-B and land. Doesn't sound too taxing does it? And yet when A-B covers a deep and tortuously winding canyon complete with crumbling ledges, it's unlikely you'll have time to eat your complimentary sachet of peanuts before you touch down.

Given all this early excitement, the game would be forgiven for dishing out more of the same for the next couple of missions. Other games



Find the hidden parts and the Shinden is yours.





WWII pocket rocket or 21st century stealth fighter, every plane feels unique.





Free as a bird but there are always opportunities to rack up the points.

would. But *Sky Odyssey* has you flying a scant few metres above the desert floor trying to refuel from a moving train before an engine leak leaves you high and disastrously dry miles from the nearest landing strip. And mission three? How about flying into an underground cavern (avoiding falling stalactites) then landing at a deserted, subterranean city to find a fragment of map?

#### FLIGHTS OF FANCY

From dropping supplies with pinpoint accuracy onto the frozen wastes of Blanc Island to navigating the treacherous high altitude slipstreams in order to speed your way to a rendezvous Sky Odyssey keeps coming up with imaginative and thrilling ways to test your newly acquired flying skills. But the missions themselves are only the starting point. Completing them within a certain time limit or having passed through all the checkpoints along the route will unlock new planes (from the spivvy gyrocopter to stealth jet and UFO). Getting a mission grade above a 'B' will win you parts to customise every aspect of your plane from wings to fuselage. You can also earn acrobatic points by pulling loops, barrel rolls and so on. And these too open up new aircraft. There's even a concept plane called the Shinden that's hidden in parts on four uncharted landing strips throughout the archipelago. Similar bonuses await you in the Target mode. In short, even once you make it to the end of the game, it's very unlikely that you'll be struggling for a reason to start over.

Controls are relatively simple but afford an impressive level of agility scope for skill, with each plane handling differently depending on type, modifications and above all the weather you happen to be passing through. Sheer winds will

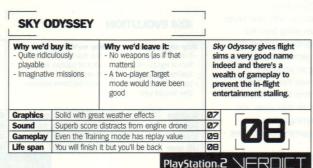
push you towards canyon walls, rain will dampen your plane's responsiveness as well as your spirits while electrical storms will buffet your single seater like a pea in an aerosol can.

The way Sky Odyssey's graphics portray these meteorological shenanigans is mightily impressive with some excellent particle effects. Elsewhere the visuals keep a flap trimmingly fluid frame rate and even though there is some fogging, this is one title in which distant, atmospheric misting is not only forgivable, but positively an asset. Overall there has to be some trade off between sheer graphical density and the huge scale of environments but while Sky Odyssey isn't the best-looking game you'll ever see, it never looks less than next-gen.

Sky Odyssey is an engrossing and immensely playable game that deserves a hefty slice of anyone's free time. If you simply must have photo realism and your blue skies bristling with weapons and bogeys at three o'clock then wait for Ace Combat 4 by all means. But do so and you'll miss a surprisingly rich and original twist on the flight sim. 

Paul Fitzpatrick











4x4 Evolution has some very inhospitable terrain. Checkpoints that require careful crossing come in a variety of shapes and guises

4x4 Evo is a mechanic's wet dream come true. Every aspect of your car can be tweaked.





Remember: they drive on the right in America

The scrapyard: where Ford Cortinas go to die

If you haven't eaten your carrots, night driving's a nightmare

Drive off-road through lakes and over sand dunes - sounds like it should be fun.

Publisher: Take 2 **Developer: Terminal** Reality Price: £39.99 Players: 1-2 Out: Now Web site: www.godgames.com/ main.php?section=gam ers&game=4x4evo

#### **Back story**

4x4 Evolution is the first PlayStation 2 game from Texan developer Terminal Reality, whose previous credits have included a number of PC racers such as Terminal Velocity and Monster Truck Madness Terminal Reality also developed the 3D engine used in the Blair Witch games, themselves oftmooted for the trip from PC to PS2, 4x4 Evo comes to PS2 shortly after very similar versions for the PC. Mac and Dreamcast, released last year.

Driving games have a tricky task. Do they go for all-out realism and risk reducing the fun factor? Or do they take the Ridge Racer route and go for the visceral arcade thrill straight from the off? The greats - like Gran Turismo - somehow manage both (It's called two modes, Rick - Ed). 4x4 Evolution is neither one nor the other. The problem with 4x4 Evolution is the subject matter - those hulking great off-road vehicles that need nerves of

Thankfully, realism has taken a back seat to playability, otherwise your videogame vehicle would spend most of the time on its roof. Behind the wheel of any one of 4x4 Evo's startling range of cars, you can get away with some death - and gravity - defying feats. But it feels rather too much like you're controlling a moon buggy than tons of polished steel due to a ropey physics engine.

steel and arms like Tyson to wrestle under control.

The game requires you to un-learn what past racers have taught. To excel at off-road racing you'll need to cut as many corners as possible while ensuring each checkpoint is reached. An on-screen arrow directs you to each point, which are best passed by taking sneaky short cuts. These vary from nipping across a railway bridge, climbing a huge hill or jumping a hidden ramp to shave seconds off your time.

But this arcadey feel is belied by the sheer weight of options on offer. The full-on Championship mode tempts you with cash prizes to improve your car with everything from the aesthetically pleasing but pointless spoilers, to turbochargers and coolant systems all of which have but the tiniest bearing on your car's performance. Working your way through the leagues is painfully slow at first. But scrimp together enough dough for the right parts, and you'll slowly find yourself coming in first and second instead of last. The game's hook is there it's just well hidden.

Accompanying the Championship mode are the other obligatory options: Quick Race, Time Trial,



Two-player - plus special events for your class and make of car. Everything we've come to expect from a racer is here - including a controllable Replay mode - but there are two glaring omissions.

First, there's no rear-view mirror - essential for keeping the opposition off your back. Second, there's no option to practise tracks before a race giving the already tricky computer opponents a frustrating advantage. Messing about in the mud, dodging oncoming traffic and leaping giant chasms should be terrific fun (see Smuggler's Run for proof of this). Unfortunately 4x4 Evolution takes itself so seriously that the end result is disappointingly dull. 

Rick Moulton

Recreate car ads with the replay mode. Pity there's no Driver-style

movie camera option.

## DANGEROUS DRIVING

There are only 15 courses on offer, but each has its unique pitfalls to avoid and



1. In the Scrapyard level this board doubles as a handy ramp to the other side of the track, saving precious seconds. Only possible with a run-up.



government would take kindly to you using a short cut through the Stealth Fighter's hangar, in this Area 51-type level.



3. Water-way to go. Sometimes, getting you feet wet is the only option race through the



4. Beware when taking a rat-run through the oil refinery. Time it wrong and you'll have to wait for this tanker train to roll by.

Why we'd buy it: - It makes a change from a regular racer - Fast-moving graphics - Loads of tune-ups to play around with		Why we'd leave it: - Too stat-heavy for some - Lack of courses leads to repetition - Soon becomes tiresome  Boy racers arcade thri lusting afte ride will bo disappoint		racers in search of ade thrills or sim fans ing after the ultimate will both be appointed. It has the rk but fails to fire on cylinders.
Graphics	Fast, smooth	, detailed but some pop-up	Ø6	F
Sound	Usual racing	Usual racing noises but repetitive soft rock		ME
Gameplay Should be fur		but somehow isn't	Ø6 ,	U)
Life span	Too few trac	Too few tracks and dull gameplay		STAL OF SULLINGS

PlayStation 2 VERDIC





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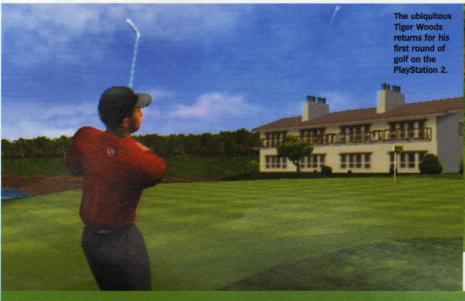














A good, solid drive using 99% power. You can extend your golfer to 110% effort but doing this may sacrifice your accuracy.

Pull on that powder blue Pringle jumper and tie up your brogues – it's time for a round of golf with the Tiger.

Publisher: EA Sports Developer: EA Sports Price: £39.99 Players: 1-4 Release: 6 April Web site: www.tiger2001. ea.com

#### **Back story**

EA's long-running PGA Tour golf series makes its PS2 bow with the extra pulling power of His Tigerness appearing both above the title and in the game itself. The polar opposite of EA's previous PS2 golf-'em-up -the disappointing, cartoonstyle Swing Away Golf – this is a deadly serious simulation of the sport.

Ever since the 8 bit days there's been a constant stream of golf games trying and failing to appeal to people other than diehard fans of the sport. The

closest any golf game has come to capturing the imagination of the mainstream is PSone's Everybody's Golf. A thoroughly disarming and entertaining game, its success was largely due to appealing cartoon visuals and crazy sound effects providing the perfect veneer to what was actually an authentic golfing simulation.

EA's venerable PGA Tour series has never had any amusing gameplay embellishments - this is real golf, with real players and real courses. It's serious stuff and if you don't like it you can jolly well take the matter up with the membership committee. The latest in the franchise (the third to star Tiger Woods) continues in this realistic vein. If, for example Everybody's Golf is the cheeky kid smacking a ball around on the local pitch 'n' putt course, Tiger Woods PGA Tour 2001 is the dedicated professional, relaxing in the nineteenth hole after a tough round and patting the waitress on the derriere as she serves up cucumber sandwiches and pours another gin and tonic.

Unusually for an EA Sports title, Tiger 2001 isn't bursting to the seams with options and

features. There are only three courses to play a round on: Pebble Beach, Poppy Hills and Spyglass Hill, all famous venues from the US tour. And only six playable pros, including Mr Woods himself and other renowned Yankee golfers such as Justin Leonard and Brad Faxon. Naturally, they're all painstakingly realistic versions of the actual things but the lack of choice, especially in the course department, is surprising and may lead to overfamiliarity with the game once you've mastered it. Out on the fairway though, there are plenty of competitions to test your golfing ability. A full Tour of the three courses, individual tournaments, Skins, Match play and Stroke play are all available and there's a quality Play Now mode featuring 21 tough challenges such as trying to come from two holes down against Tiger with only three holes left.

Aesthetically, the game is something of a disappointment. While the motion-captured golfers both look realistic and play incredibly smoothly, the courses leave plenty to be admired. From a distance the environments seem great but up close you'll notice flat 2D trees and solid-looking water - indicative of lazy programming, especially given the fact that a golf game isn't exactly pushing the PS2 to its limits. The sound is also a bit of a let-down. There's no optional music apart



This is the Skins game where every hole offers big money rewards to boost your career earnings.



Plenty of approach shots are available from the chip to the punch.



**-off.** From the tee, give it itely everything with the di





3. Putting. With a bit of skill and judgement your long second shot should





Instant replays are available to relive your greatest shots. The cheeky chip shot above led to a welcome birdie that was well worth watching again.





Putting is the trickiest

and it's wise to check out every angle of the

green before taking

your shot.

aspect of the game

The most important factor in any golf game is its controls and in that department Tiger 2001 is also a bit of a mixed bag. Rather than the age-old 'swingometer' method - press once to start the power bar, press again to set the power, press quickly to stop in the accuracy zone - here we have EA's innovative analogue system. Simply pull the power bar, then push it forward to set the power and strike the ball. There's no accuracy merely have to push the stick straight. It's easy, it's fluid and it feels about as close as you can get to replicating an actual golf swing.

An unfortunate side effect of this control

system is that it presents a get-out clause for paranoid delusionals. With the button-pressing method, if you failed to stop the bar in time, the explanation was right there on-screen and there was nothing to blame but your own timing. But with this 'pull back, push forward' system it's virtually impossible to pinpoint precisely what went wrong. You can no longer say, "I didn't press quickly enough, I'm a moron, I'll get it spot-on next time." But you can say, "My performance was faultless the game clearly hates me, I'm going to lock it in the drawer till it apologises."

The animation is flawless

It's a bad thing for any game to leave itself open to accusations of unfairness - whether it's a leap of faith in a platformer or a 'sweet spot' in a footie title - and Tiger 2001's control system does have a touch of the random factor about it. In the main it works superbly but there are occasions when shots go awry for no discernible reason leading to dropped shots on the hole. All these criticisms may seem to suggest that Tiger 2001 is an inept triple bogey of a game, but if you like golf titles it's unlikely that they will hinder enjoyment.

The disappointment lies in the fact that with a bit more care and attention it could have been so much better. Unlike EA Sports' NHL 2001, it doesn't offer a generational leap in quality, it just offers a decent, no frills game of golf, never reaching the magical heights of Tiger at his best. 

Lee Hart

from an awful intro song - an ode to Tiger that sounds like the Transformers theme tune - no commentary, and only a few voice samples that soon become repetitive. Overall, there's a real absence of atmosphere and the game could do with the kind of panache that made Everybody's Golf such a lively experience.

#### DO YOU SWING?

back on the analogue stick to start your swing and zone to worry about and to hit the ball straight you

#### TIGER WOODS PGA TOUR 2001



#### Why we'd leave it:

- Only three courses - Lifeless environments No real atmosphere or

pizzazz. Where's the usual over-the-top EA Sports presentation?

Graphics Great golfer animation, ugly courses 03 Meagre ambient effects and voice samples Gameplay Tried and tested but it works nicely Life span A lack of both variety and courses



An enjoyable golf sim that will satisfy Pringle

aficionados everywhere. Unlike Tiger himself

however, it plays things

PlayStation 2 VERDIC



Metal monsters that attack before your controls activate? Rubbish.



Crystals teleport you to the shop scene. Oddly, you're unable to even look at objects you can't afford.





(Above) The expansive inventory scene. Also good for

It looks manga. It

features tentacles.

perversion results.

But no extreme

A first, of sorts.

## AND FORTH AND FORTH







Like Amazing Grace, but twice as tedious. And no relation to the word 'amazing' at all.

Publisher: Ubi Soft/ **Crave Entertainment Developer: From** Software Price: £39.99 Players: 1 Out: Now Web site: www.fromsoftware co.jp/e/soft/eg/eg/ index.html

#### **Back story**

Developed by the minds behind King's Field and Armored Core, this was originally planned for a release on the PSone. Then they changed direction and re-jigged the game with special design-spanners to make it suitable for the PS2 In other words, they made the graphics better



Isn't it time that we, as humble devotees of the videogame art form, were treated decently? Because the relationship between human and their

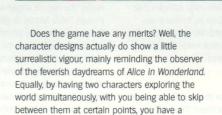
console needs to be based around mutual respect. If a videogame doesn't treat you with a requisite amount of esteem, you really should find something better. See, there are too many games that just want to play games with you...

Take the action-tinged RPG, Evergrace. Originally planned for PSone, then rediverted towards PS2 at a point in its development cycle which manages to play some of the worse tricks in the entire rule-book on you, seemingly just to reduce you to tears of impotent rage.

For example, Evergrace's designers were definitely sitting at the front of the class the day the lecturer at Evil Developer School gave the To extend the length of your game, rather than providing extra content, you should put useful objects at opposite ends of the level, forcing the player to traipse repeatedly across the length of the map,' lesson. This is usually excused as 'Exploration' and 'Experience of a beautiful, odd world, in which you can savour and lose yourself in a tsunami of alien sensation'.

It's not. It's absolutely rubbish, tarring even games of the highest quality (the Resident Evil series are strangely vulnerable to the syndrome) and running rife in those lower down the evolutionary scale. Evergrace does it all the time. Have a look at 'Back, Back and Forth and Forth' for a particularly heinous example.

The general level of polish that the game exudes is completely unforgivable. Take the camera, which regularly manages to position itself in such a way as to make minor things such as playing the game increasingly impossible. Or how, if you enter a room, as the screen fades in, before you're given control, the monsters in said dwelling are allowed to attack you. And the fact that levels sprawl, as empty and depressing as an Orwellian Milton Keynes.



chance to play on when you get stuck in one area

The game's main quirk - combining magic with clothes for special powers - is pretty sweet. But, best of all, if you go to www.evergrace.com, you'll discover a site where you can have a personalised romance novel printed with your name in. It's nothing to do with this game, but starring in a derivative Cartland-styled romance novel would probably be a better experience than this cow-steroid injected sub-standard PSone game. You need more than a little graphical boost to provide a meaningful experience. Evergrace is just an insult to your wallet. 

Kieron Gillen

#### **EVERGRACE**

Why we'd buy it: Desperate urge to play anything RPG related

A fondness for arcane looking creatures Momentary madness

Christ knows

Gameplay

Why we'd leave it: cause its as empty as Greenland and only a tenth as interesting

Basic game errors in a very basic game

An ultimately depressing role-playing game, which fails to engage on any

Graphics Some great characters, but generally empty The music will make you want to kill Insulting on just about every level Life span Forever – you'll bin it before you complete it

PlayStation. 2 VERDIC



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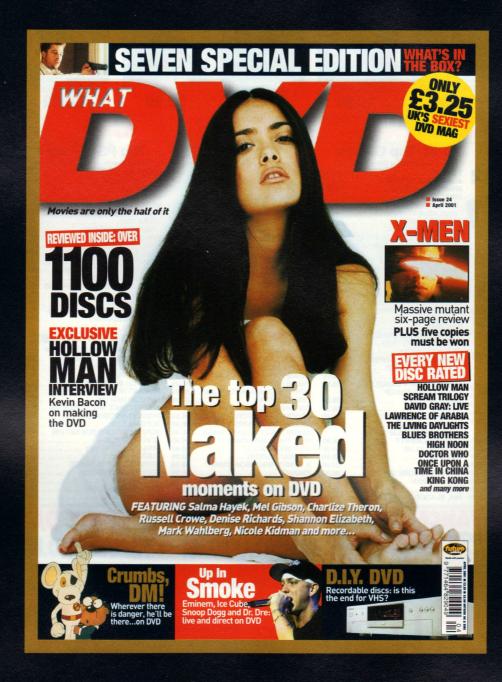
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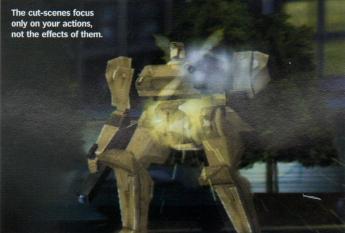
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The main screen is more akin to a

serious PC title than a slick PS2 game.

a turn-based strategy game, Robot Warlords juires hours of tweaking to achieve what little ue is hidden deep inside.



#### 1. Choose your character

You begin with three bright-eyed young rookies from local Bullet school. Their individual stats seem to ke little difference in the game, though.



#### 2. Equip your robot



#### 3. Time for action



#### 4. Sit back and relax

ice you've deliberated over your robot's tructions and issued the 'go' command, watch the ion unfold in these real-time animated sequences

Out with the Brasso, as a tired old genre gets a shiny next gen buffing.

**Publisher: Midas** Interactive **Developer: DaZZ** Price: £29.99 Players: 1-2 Out: Now Web site: www.dazz.ne.jp/ vf2i1.html

Back story Robot Warlords is a bit of a departure for new Japanese developer DaZZ, who have been previously responsible for fishing titles such as Lakemasters Pro for PSone and Dreamcast. In its homeland, Robot Warlords is better known under the more mysterious moniker of Velvet File



Satisfaction. Mick Jagger sang about it, booze and chocolate supply it by the calorie load and games players thrive on it. In the case of Robot Warlords,

though, such videogame fulfilment has been surgically removed.

Controlling a team of ten-foot gun-toting robots, armed with heavy artillery around huge arenas may seem like an exciting prospect. However what this game offers is a deeply dull turn-based strategy adventure that offers an enjoyment factor of approximately zero. Such stop/start-style games are a rare sight in these days of frantic real-time strategy sims, à la Command & Conquer. So why the PS2 has to be treated to such a worn-out genre beggars belief.

Plot-wise, Robot Warlords is taken purely from manga roots. A militant group is attempting a government coup using teams of 'Bullets' - heavily armed robotic battle suits. Your job is to take charge of your own Bullet team, manned by a collection of typically wide-eyed, androgynous anime kids. After a Jeffrey Archer novel's worth of scene-setting dialogue spun out in laborious cartoon-like text boxes, it's finally game time. Choose your team, arm your Bullets and make a pot of tea while the battle arena loads.

The missions are simple enough (usually requiring you to clear the battle-scarred city block of enemy robots or taking pops at each other from either side of a jumbo jet) but you'll need to set aside hours of your life to progress through the levels. The first mission, for instance, will take the best part of an hour simply to destroy three robots with the strength of Buck Rogers' Twiki.

So after aeons of placing your Bullets in strategic positions, dropping smokescreens to disguise your actions and patiently pummelling the opposition; there's no explosion, no victory fanfare, no... satisfaction. Just an on-screen message to inform you of your kill. At least with a Games Workshop board game you had the option of throwing a thrashed opponent across the room.

The tedium then continues across fields. baseball grounds and even airports complete with static, indestructible scenery. Every time you make a move, your decisions are then played out in a long-winded animated sequence that repeats exactly what you have just set in place. It's déjà vu at its most tedious. Also annoying is how the third-/first-person camera that tracks your every movement in these cut-scenes always seems to focus on your Bullet. It never shows the carnage inflicted on your opponent that would satisfy at least some bloodlust.

Turn-based strategy games need not be a lesson in abject tedium - certainly not on a 128 bit next-gen super console. Only diehard strategy nuts, with a great deal of time to spare, are going to get a kick out of this one. Certainly not your average PS2 owner in search of, dare we say it, satisfaction. 

Rick Moulton

#### **ROBOT WARLORDS**

Why we'd leave it: Why we'd buy it: - Tedious beyond belief - Devoid of satisfaction gameplay

Gorgeous to look at value Requires decades of - Requires decades of effort effort

06 04

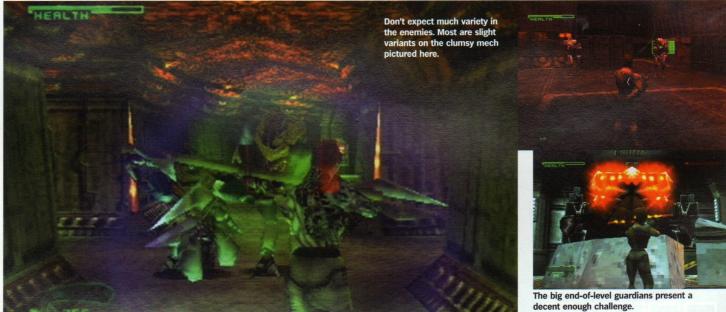
Behind its slick visuals and involving gameplay, Robot Warlords is all frills and no thrills. A sadly tedious disappointment.

**Graphics** Detailed cities, well-animated 'bots Sound Annoying music but meaty gunfire Gameplay It's all effort for very little reward **Life span** Very long, for all the wrong reason

PlayStation 2 VERDIO

## Edited by: Ryan Butt/Lee Hall Done





The aliens have landed and guess whose job it is to take them on?

**Publisher: SCEE** Developer: SCE Studio Cambridge Price: £29.99 Out: Now



atmospheric Sound

Tacky voice-overs, forgettable music. 07 **Gameplay** A tad too similar to previous games.

Life span It'll keep you locked in combat. 07

A action-packed look best ideas, but way too





Making its debut with a rather low-key appearance at last year's gaming shows, subsequent months have seen C-12: Final Resistance transformed into

SCEE's big gun for 2001. We were unimpressed then and, despite genuine improvements being made, we can't help but remain unswayed by its mindless shoot-'em-up charms now.

C-12 is set in the future amidst an alien invasion. Mankind is losing the battle against the invaders, who have taken to capturing humans and transforming them into mindless cyborgs for use as pawns in their bid to force our buckling planet into a particularly gripping 'check mate' situation. As Lieutenant Vaughan, you are chosen to undergo the 'droning' process to blend in with the enemy and infiltrate the alien mother ship. It sounds like the kind of far-fetched scenario normally associated with the words 'Van' and

#### //We could forgive its shameless stealing if it were to compensate with some new ideas//

'Damme', but it also sets the scene for a plot and a bunch of characters you will care little about.

The action of C-12 is reminiscent of the old Contra games. As a lone freedom fighter with kickass anti-alien firearms, you simply dash around the stylish, 3-D terrains fragging anything not of this world and rescuing fellow earthlings. The only time your brain is needed is when you must figure out new and ingenious (or perhaps not) ways of opening new areas and continuing the carnage.

There's not a shred of originality to be found, but C-12 borrows some choice cuts from other



Vaughan disguises himself to infiltrate the alien mother ship later in the game.

games and films, using them to good effect. Take, for example, the Terminator-style vision for viewing the surroundings in first-person, zooming in on problem areas to establish danger. We seem to remember Solid Snake boasting such a gadget. Also you can man unattended gun-turrets and obliterate scores of martians - but again Medal Of Honor did it before, and better.

C-12's main problem is its sheer lack of originality. We could forgive such shameless 'borrowing' if it were to compensate with some new ideas of its own, but there are simply no surprises to be found. PSone newcomers looking for solid puzzle-based gameplay, explosive special effects and lavish looks will be more than happy with Studio Cambridge's swansong for PSone. However old timers looking for fresh plot twists, refreshing sub-games and a lasting challenge will be disappointed as C-12 shoots, scores but collapses under the strain.  $\square$  Ryan Butt



The first-person view through Vaughan's artificial eye is one of the game's highlights.

## FEAR EFFECT 2: RETRO HELIX

Eidos presents a rare combination of great looks and brains.



With the camera angles of Resident Evil, the puzzles of Broken Sword and two beautiful honeys, Retro Helix falls inches short of sheer brilliance. A

sequel to last year's anime adventure, you guide four characters to find the ingredients that can cure the world of an horrendous disease. To help on your quest you have host of weapons from plasma guns to mighty flamethrowers.

The learning curve of Fear Effect is very steep though, with puzzles becoming too tricky too quickly, while the graphics are slightly marred by the reduction of important details to specs on the horizon. Overall, though, this is a top notch adventure game with plenty of life in it. 

Lee Hall



The whole game is presented in a filmic widescreen view. The pulse signifies your health.

Publisher: Eidos Developer: Kronos Price: £29.99 Players: 1 Out: Now

## PSone™

Syphon Filter 3 is a long way off, so this beauty will keep you well entertained in the meantime.



## TOY STORY RACER

Muppet Racemania makers deliver another cartoon karter.



Karting games are becoming popular on PSone. Enter another, *Toy Story Racer*, a speedy blast around settings familiar to fans of Pixar's two flicks.

Buzz, Woody and co are all present and playable while the races themselves at first seem rather simplistic with smooth backgrounds flying by at high speeds, but you'll soon wonder why you can't finish higher than sixth. That's when the fun starts as you discover short cuts and overtaking hot spots for secured victories.

That superficial simplicity is further undermined by the skill level you'll need to attain in order to see off pretty handy opponents. It's pretty simple, but very rewarding stuff. 

Lee Hall



Simple looks and high speed action combine for a genuinely worthwhile two-player experience.

Publisher: Activision Developer: Traveller's Tales Price: £29.99 Players: 1-2

## PSone M

With classic powerups, loads of challenges and a respectable twoplayer mode *Toy Story Racer* is a slice of the good cake.



## PANZER FRONT

If you like it raw, dirty and with lots of bangs, look no further.



Nobody's made a decent tank game for years, so *Panzer Front* is a welcome, if slightly ugly, addition to the PSone family. It's reminiscent of *Gun Griffon* 

Blaze on PS2, with large landscapes, loads of baddies and an effective control system.

You control WWII tanks to negotiate varied terrains, taking out air forces as well as a host of ground enemies such as tanks, gun emplacements and even infantrymen. Using cover, smashing scenery and utilising the retro aiming mechanism soon becomes second nature. This game while being packed full of entertainment, boasts the detail of a sim, but has the feel of an arcade blaster. Ammo is free so have a blast. 

Lee Hall



Trundle over pushes, pulverise trees and then blast hell out of Nazis. Not a bad day's work.

Developer: Enterbrain Price: £29.99 Players: 1 Out: April

Publisher: JVC

## PSone M

Lacks the buildingblasting of Gun Griffon Blaze, but enables you to manhandle classic tanks. It's fun and engaging stuff.



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## PSone M

#### ROUNDUP



#### NEWS TIME CRISIS 2

Many rumours have been circulating regarding Namco's eagerly-awaited *Time Crisis* sequel, the most alarming of which was that it had been canned altogether. However, we are happy to report that *Time Crisis: Project Titan* is very much alive and kicking, and Namco has released a bunch of new screenshots to support this claim. The game is scheduled for a 26 April release in Japan and, as the above image shows, the game has undergone a few cosmetic changes.



#### PREVIEW ALONE IN THE DARK

Infogrames has unveiled its very own claim for the survival horror crown in the form of Alone In The Dark: The New Nightmare. In the game, you can opt to play as one of two characters as they battle to unravel a series of supernatural mysteries. The code is still in the early stages, but what initially impressed was the excellent lighting effects as your chosen character uses a torch to illuminate the dimly-lit surroundings, often revealing a gruesome discovery. The game is due for release in May, with a PS2 version to follow.



## PREVIEW FATAL FURY

With the Street Fighter series still going strong, its oldest rival is back from console exile to crack a few skulls. Fatal Fury Wild Ambition is out in April in full 3D. All the old characters like the Bogard brothers, make an appearance, and come equipped with new moves and combos with which to see off the opposition. From what we've seen so far, Tekken doesn't have much cause for concern, but fans of the series will relish the game's new look and feel.

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DVD text by: Sam Richards/Lee Hart/Graham Dalzell

# THE SOPRANOS: SERIES ONE Warners/£59.99 [six disc boxset],£12.99 [indvidually]/16 April

Film: Once every decade a TV series comes along that transcends its medium to rival anything the movies can produce in terms of script, direction, acting and sheer captivating entertainment. In 1999 the latest televisual masterpiece arrived courtesy of

writer/producer David Chase with his urban gangster drama *The Sopranos*.

This first season introduces us to mobster
Tony Soprano (the peerless James Gandolfini), head of a New Jersey Mafia family as well as his own dysfunctional nuclear family. Plunged into depression as he tries to juggle the pressures of both his clans, Tony takes the drastic step of going into therapy – a move

Features: The Sopranos: Behind The Hit, a excellent five-part documentary stretched across discs one-five. Woke Up This Mornin a music video by Alabama 3, on volume sit Verdict: A landmark television series that only improves with repeated viewing. Essential. 9/10

completely at odds with both his machismo and the secrecy code of the mob. Switching between comedy and tragedy, between lighthearted banter and brutal violence, all the while grounded in Tony's heartfelt confessionals to his shrink, The Sopranos is up there with The Godfather and Goodfellas as a compelling examination of mafia life. LH Features: The Sopranos: Behind The Hit, an excellent five-part documentary stretched across discs one-five. Woke Up This Morning, a music video by Alabama 3, on volume six. Verdict: A landmark television series that only improves with repeated viewing. Essential. 9/10

Five guys named Tony/Paulie/etc. Another funeral, another chance to catch up with the Soprano family.



#### THE TERMINATOR

MGM/\$24.99/Out now

Film: Fourteen years before Titanic made him the self-proclaimed 'King Of The World', James Cameron directed his best film, a taut, low-budget classic with no sign of icebergs. Its name was The Terminator and all these years later it still provides the best example of a time-travelling cyborg you're ever likely to see at the cinema.

As the man-robot sent to kill Sarah Connor, Arnie is perfectly cast. He barely has any dialogue and consequently gives a career-best performance, all physical menace and colossal screen presence.

Linda Hamilton as his prey and Michael Biehn as her protector are equally effective but it's the action that drives the film relentless, edge-of-the-seat stuff from the word go. A surprisingly intelligent plot combines with thrilling set pieces to memorable effect. LH

Features: A whole second disc. Stills gallery including behind-the-scenes photos, Cameron's original artwork and script treatment. Nine deleted scenes, Interviews, Verdict: An excellent film and an excellent DVD package. Buy it. 9/10



#### DOUBLE JEOPARDY

Paramount/£19.99/Out now

Film: A happily married young woman (Ashley Judd) embarks on a sailing trip with the husband she adores. One night she wakes to find herself covered in blood and goes on deck just in time to pick up a knife and strike an 'I'm guilty!' pose in the coastguard's searchlight. Convicted and imprisoned for the murder of her husband, she discovers that the dastardly spouse is very much alive and living it up on the insurance money. Six years later, and with the old legal doozer that you can't be tried for the same crime twice very much in her

thoughts, she escapes her grizzled parole officer (Tommy Lee Jones) to take revenge.

It's certainly a good concept but, sadly, the same can't be said about the execution. Despite solid performances from the sassy Judd and Jones, Double Jeopardy never rises above TV movie fare. Predictable and banal, only scomed women taking time out from stalking ex-lovers will enjoy this. LH Features: Trailer. Promotional featurette. Verdict: An interesting revenge concept completely wasted in an incompetent nothrills thriller. 4/10



## **ROMEO MUST DIE**

Warners/£19.99/9 April

Film: Romeo And Juliet's tragic love story has provided the inspiration for countless films over the years but none more unlikely than the first Hollywood vehicle for Jet Li martial arts maestro renowned for chopsocky epics like Fist Of Legend and Dragon Fight. As disgraced ex-cop Han, he falls for Trish (R&B starlet Aaliyah). Soon enough the couple become the focus of a gang war between their respective Chinese and Afro-American communities.

Understandably, this isn't exactly Shakespeare and neither is it the kind of hardcore kung fu spectacle Jet Li aficionados are used to. The little man tries his best with the script on offer but an absurd plot, along with sub-Matrix action and irritating, micro-second editing contrive to make Romeo Must Die a flashy mess. LH Features: More extras than you can shake a pair of nunchakus at. Four featurettes looking at the stunt and FX work on the movie, eight short documentaries on specific action scenes, a Making Of feature rehashing much of the content seen in the above extras, plus two Aaliyah music videos including her big hit Try Again.

Verdict: A mediocre US vehicle for Jet Li that will disappoint fans of his Hong Kong action extravaganzas. 5/10



#### SHAFT

Warners/£12.99/Out now

Film: John Shaft - "a black private dick who's a sex machine with all the chicks" is hired by a Harlem gang boss to rescue his daughter, kidnapped by white mobsters looking to claim the district as their patch. That's the story in a nutshell but Shaft's status as a blaxploitation classic owes everything to Isaac Hayes' funkadelic score as the film itself is disappointing.

Totally at odds with its groovy reputation, Shaft is actually a rather grimy experience, filmed in a semi-documentary style, and its lack of humour and excitement is exacerbated by some unappealing misogyny. Still, it's far better than the

sequels Shaft's Big Score and Shaft in Africa, also released on DVD with all three movies available as a boxset. LH

Features: One theatrical trailer and a great documentary, Soul In Cinema: Filming Shaft On Location. This follows director Gordon Parks as he sets up scenes, edits the movie and sits in with Isaac Hayes as he writes the fantastic, Oscar-winning score. "It should be a driving, savage beat," Park announces, providing Hayes and his badass group with the cue to kick in the legendary Theme From Shaft Can you dig it?

Verdict: Supercool music, threads and attitude - but only an average movie. 6/10

#### >> ALSO RELEASED

Peeping Tom [Warners/£12.99]/The Little Vampire [Icon/£14.99]/Return Of The Living Dead [Tartan/£19.99]/The Abyss: Special Edition [20th Century Fox/£24.99]/X-Men: The Phoenix Saga [Universal/£13.99]/Disney's Dinosaur [Buena Vista/£24.99]/Play It To The Bone [Redbus/£15.99]

## »DVD REVIEWS



Film: The titular 'ring' is a cycle of death-by-

Tartan Video/£19.99/Out now

video in this moody contemporary Japanese horror film. Ring appropriates a popular urban legend concerning a cursed videotape; anyone who watches the hexed VHS will die unless they show the tape to somebody else, propagating the chain of terror. As the legend becomes terrifying reality for a group of over-inquisitive teenagers, a female journalist takes up the story and traces the origin of the disturbing video to an isolated island community. As

the mystery closes in around her, the weeklong curse still hovers...

Relying on eerie ambience and sparse dialogue to build the tension, Ring is more Blair Witch Project than Poltergeist Indeed the black and white footage that constitutes the videotape in question is reminiscent of the end sequence of BWP. SR

Features: Stills and filmographies, plus a tantalising trailer for Ring 2.

Verdict: A cult hit. Best show it to someone else within a week of watching. 8/10



## **HOLLOW MAN**

Columbia TriStar/£19.99/Out now

Film: What would you do if you were

pathos, a palpable chemistry present between the two despite cheesy dialogue as the film speeds toward its predictable

this CGI skeleton syill fail to

make Hollow Man stand out.

invisible? Why, go around groping defenceless ladies of course. And that's just what government scientist Sebastian Caine (Kevin Bacon) does when his selfadministered experiment goes awry, leaving him a rat in his own lab, tended by his team of boffins unable to reverse the process. The main premise is of invisibility removing any responsibility for Caine's actions.

Director Paul Verhoeven's take on the classic Invisible Man story line is sullied by this voyeuristic mindset, with egocentric Caine sneaking around like a smutty schoolboy when he's not smugly proclaiming his own genius. Elizabeth Shue plays his feisty assistant/ex-girlfriend and this history is at least played with some

climax with barely discernible tension. A shame, then, that Hollow Man is the

vehicle for some incredible special effects. The CG rendering of Caine's form, peeled of its outer layer but with every muscle, tendon and vein present and working, is nothing short of stunning and almost worth the price of admission in itself. GD

Features: Deleted scenes, commentaries from Verhoeven and Bacon, storyboard comparisons and a couple of criminally brief behind-the-scenes featurettes on the mind-blowing SFX.

Verdict: Plenty of eye candy, but the story is gory, tasteless and, well, hollow. 4/10



**Fight Club** 

20th Century Fox/£24.99 Film: Pitt eschews his sexsymbol status and shows us that he is a 'proper' actor in this overly stylised but brilliant piece of social commentary. The themes (masculinity, corporate America) may be a bit tired but David Fincher's for weeks

Features: Making Of featurette Deleted scenes. Cast commentaries. Production notes. Theatrical trailers.

**Meet Joe Black** 

Columbia TriStar/£19.99 Film: Joe Black is Death who comes into the life of Anthony Hopkins with the intention of helping the 65-year-old sort out his affairs before taking him to the other side. Complications arise when Death falls in love with the daughter of his charge. Features: On location featurette. Production notes. Theatrical trailer

**Seven Years in Tibet** 

Entertainment In Video/£19.99 Film: Based on the memoirs of mountaineer Heinrich Harrer. Pitt takes the role of the self-centred explorer. During a climb of a Himalayan peak Harrer becomes a POW, escapes and ends up in Tibet beginning a voyage of discovery as a tutor to the Dalai Lama.

Features: Making Of featurette.

Sleepers

l Pictures Video/£17.99 Film: Robert De Niro joins the star-studded cast in this horrific drama about an American borstal. Through flashbacks the audience is taken back to the abuse suffered by a group of four boys at the hands of the borstal guards, and then to the modern day trial of the abusers Features: Cast biographies. Production notes

**Twelve Monkeys** 

Universal Pictures Video/£17.99 Film: Terry Gilliam's twisted time-travel tragedy is as beautifully haunting as it is engaging. Willis and Pitt, both put on a pair of truly star turns as reluctant, disturbed traveller and demented loon but it is Gilliam's stylised direction and bitter, devastating plot that make this the classic that it is. Features: The Hamster Factor, a 37-minute documentary.

Entertainment in Video/£17.99 Film: Morgan Freeman stars with Pitt in David Fincher's ghastly classic based on a serial killer who murders his victims in ways based on the Seven Deadly Sins. Features: Making Of documentary. Trailer.

Kalifornia

olumbia TriStar/£19.99 Film: A couple on a trip to California to start new lives share a car with trailer trash Early (Pitt) and his girlfriend Adele. Early's psychopathic tendencies soon emerge and the blood starts flowing. A taught thriller ensues with Pitt doing the crazed, bearded redneck thing with ease.

Features: Featurette. Filmographies. Biographies. Theatrical trailer.

**Thelma and Louise** 

Film: The Germaine Greer of chick flicks, Thelma (Geena Davis) and Louise (Susan Sarandon) leave men behind and take of across America. In an early role, Pitt is the unlucky thief picked up for a one night stand.

Features: Alternative ending. Commentary by Ridley Scott. Original theatrical trailer.

Interview With The

Warner Home Video/£12.99 Film: Vampire Louis de Point de Lac is interviewed about his life two centuries earlier and his dangerous relationship with his twisted mentor, Lestat (Tom Cruise) and their blood thirsty 'adopted' daughter. Eating rats and poodles are just a few of the gory delights on offer.

Features: Interactive menus. Production notes, Trailer

**Being John Malkovich** 

Columbia TriStar/£17.99 Film: On paper the plot looks incomprehensible (selling trips into Malkovich's head) but a tight script and great performances from John Cusack and Catherine Keener Cusack and Catherine Keener made this one of 2000's best films. Stars Pitt in his shortest cameo role ever, literally blink and you'll miss him. Features: Spike Jonze Interview. Spike's Photo Album. We can deliver over 80,000 readers every month Hypnotise them with your unbeatable rates
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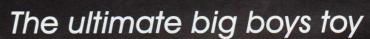
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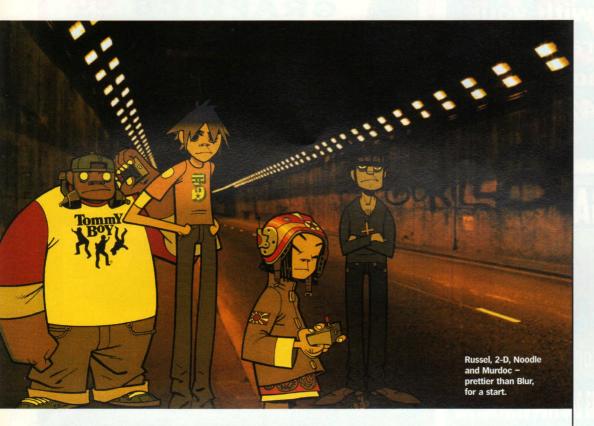




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Pop stars are all two-dimensional, so here's a real cartoon band...

The singer is a hollow-eyed poster boy who had his brain pulped in a car accident and is now obsessed with zombies. The guitarist is a ten-yearold, gadget-infatuated Japanese girl who posted herself to Britain in a box and whose only words of English are 'Richie Sambora'. The rent-a-gob bassist is a ringer for Frankenstein's monster and the drummer is an erudite, middle-class suburban hiphopper whose mind is haunted by the spirits of dead rappers. They were signed after their first gig, at which they instigated a riot. Gorillaz are pop's great new hope, and what's more, they don't exist.

Having a life only on record or in cyberspace, the fashions of this foursome are the unmistakable crayon-craft of Jamie Hewlett, the man behind Tank Girl. The music, meanwhile is a lo-fi, punk-funk cut up, all beefy dub basslines, stutter raps and queasy choruses - not immediately identifiable as the alter-ego of any one group, until you catch an earful of the fragile falsetto vocals that belong to one Damon Albarn. Listen to Blur's last single Music Is My Radar and then listen to Gorillaz; it all begins to make sense. Albarn, however, prefers to let his cartoon counterparts do the talking. So what's with the zombie obsession?

//The ten-year-old Japanese guitarist's only English words are 'Richie Sambora'//

"I saw Dawn Of The Dead when I was 11 and it well s\*\*t me up," offers skeletal singer 2-D. "I'm from creepy Crawley and the film just seemed too much like a busy Saturday afternoon in town for me to handle." A Resident Evil infatuation is the natural progression.

"Noodle and I have been playing Code Veronica for months and we've got to the bit in Antarctica where you need the fire extinguisher to get the magnum and I bloody left it in the box next to the metal detection device, right at the beginning of the game on the island. I can't face going all the way back to get it so that's that buggered."

In between bouts of Mikami madness, Soul Calibur prequel Soul Blade also gets a run out on the Gorillaz PSone. "I like Li Long, Murdoc plays that weirdo Voldo character, Russel likes Rock but Noodle is always Taki the demon hunter and kicks our arses every time."

The pop world already conquered, a Gorillaz game is surely the next logical step for this celshaded crew. 2-D claims that a PSone collaboration is already underway, and points us in the direction of the Web site for a taster.

"We've got a wicked Flash game based on the video for our single, Clint Eastwood. Noodle stars in it and it's a classic platform style thing with a Kung Fu flavoured twist. I suppose our Internet site is like one massive game really too."

Seems like Gorillaz themselves are one massive game for Albarn, Hewlett and cohorts. But it's a lot of fun while it lasts. 

Sam Richards



#### Gorillaz

With a dutiful grasp of classic rock history, Gorillaz have titled their debut album eponymously. Collaborating with Albarn and Hewlett on this most unusual of sideprojects are hip-hop mpressario for hire Dan The Automator (of Dr Octagon and Handsome Boy Modelling Schooll. rapper Del Tha Funkee Homosapien, Miho Hatori (Cibo Matto), Tina Frantz (ex-Talking Heads) and Ibrahim Ferrer. To add the sense of postmodern confusion, the cartoon characters justify themselves.

"We are about to kick open a new ring-piece for the tired old endgame of contemporary culture that is comprised of the turgid leftovers from the last century's impotent pretenders to our crown," exclaims bassist Murdoc, with a dramatic sneer. Hear'Say beware these manufactured popstars bite back.

\*'Gorillaz' debut album is out now on Parlophone. Visit the Web site at www.gorillaz.com.



#### **DOT EATERS**

www.emuunlim.com/doteaters

This site is the definite history of games. It's as simple as that. From a genuine Fifties pre-Pong style tennis game to the three versions of Asteroids that appeared before 1987, to home consoles that have been dead and buried for so long that archeologists are starting to unearth them - everything you need to know is here. Did you know, the beginning of Atari's end began with its release of Pac-Man or that the first RPG (text-based) was called Zork? It's an amateur site, some of the pictures are broken, but it's as concise a reference point to games that you could hope for. It even features dozens of links to other sites that will take you on an endless voyage of cyber discovery. BL



#### THINGS FOR SALE BY MENTAL PATIENT

www.total.net/~fishnet

Perhaps the strangest auction site you're likely to see. Run by an inmate of an anonymous mental institution, 'Mental Patient' as he calls himself is selling things dreamt up from his twisted imagination. For swaps (after all, he hasn't a need for money) are 'a piece of cloth that smells like monkey', 'Irving Tungsten: Inventor of washroom lighting', 'Ouch, The Green Nosed Reindeer' and an ever lasting sweet in the shape of a chess piece. You can then bid with any bizarre items you have possession of. Whether it's fact or fiction matters not, the award winning site is so outlandishly funny and off the wall you'll wet yourself. BL

#### THE TOP FIVE

thter is stirring up interest in Lucas's epic so here's the best sites for Jedi jive.

- www.newsdroid.comThe best unofficial site. Loads of Star Wars gossip.
- 3. www.bantha-fodder.com Behind the scenes goss from a Star Wars insider.
- 5. www.jediknight.net Star Wars gaming site with info at your finger tips.

## »MUSIC

## Mags we like





#### **WIZARD**

Frequency: Monthly/Price: £3.99 See: www.wizardworld.com

As the four-coloured world of comics makes greater inroads by the second into the world of videogames, newcomers will desperately need a point of entry into comicdom's sometimes convoluted universe of Lycraclad heroines, multiple covers and constantly rejigged continuity.

Wizard is the ideal starting point. It lacks the serious journalism of *The Comics Journal* or the Brit flavour of *Comics International*, but the combination of fanzine enthusiasm, bespoke pro artwork, and impossible in-jokes makes it a perfect distillation of every comic out there. Arthouse comic fans will naturally be disappointed by the almost 100% emphasis

on superhero comics - think old-timers Batman, X-Men etc plus brainy newcomers, Top 10, The Authority and Rising Stars - but when just one issue contains exclusives on Frank Miller's forthcoming sequel to the seminal The Dark Knight Returns, an ultralimited version of top detective toon Powers, and a disturbingly cash-fixated price guide for the old copies of Supergirl lurking in your mum's loft, you're getting top dollar return. Long-time comics aficionados will eventually move on to more weighty tomes but for the fanboy in everyone's soul, this is a guilty pleasure that'll have you laughing as you head down to Forbidden Planet faster than a speeding cliche. 

MG

**Gaming content:** PSone and PS2 coverage plus items on game related collectibles.

\*Wizard is available from all good comic shops. Try Forbidden Planet (Tel: 0207 836 4179)





#### **SONY STYLE**

**Frequency:** Quarterly/**Price:** \$5.95 **See:** www.sony.com/sonystyle

It's a misconception that the Official PlayStation 2 Magazine is produced by Sony – look at the cover and you'll see a Future Publishing logo. Although we're in partnership with Sony, we retain editorial independence, and don't just review Sony products. In the name of journalistic integrity we even have to give some Sony games a bad reviews.

So if Sony did make our magazine, what would it look like? Sony Style is your answer. And despite the fact that on first glance it looks rather too much like a glorified catalogue to warrant the \$5.95

cover price, it's actually a lovingly-designed American-style mag that lets you buy in to the whole Sony lifestyle, music, movies and gadgets. Interviewees include jazz maestro Herbie Hancock and a woman who's established a pet-rescue Web site. Meanwhile, the latest Vaio and Clié handhelds are modelled by sultry ladies.

All very American-oriented, *Sony Style* is essential for only the obsessive techhead or die-hard Sonyphile. The Web site is worth a peek though. □ **SR** 

**Gaming content:** Frustratingly low, given the fact that PlayStation is a major element of the Sony portfolio.

\*Sony Style is available from specialist magazine shops. We grabbed ours from Borders on London's Oxford Street [Tel: 0207 292 1600]



## SLEEVENOTES (®)

Using the power of your PS2 with this month's best CDs.

#### MANIC STREET PREACHERS Know Your Enemy (Epic)

Who? Stadium rock revolutionaries whose return to a rawer sound is only half the truth – pomp disco also gets a look in on this 16-track behemoth



Highlights: Miss Europa Disco Dance Is actually an impressive slice of glitterball schmaltz and Royal Correspondent drips Lowlights: The bloated punk on offe never sounds as vita as Manics of yore. Lyrics are clumsy an melodies forced. So Why So Said is just horrible

Verdict: Though the band claim to hate This Is My Truth... Know Your Enemy isn't much of a progression – the leaden sound of a band well past their prime. 5/10

#### MOGWAI Rock Action [Southpaw]

Who? Post-rock rascals delivering their third album of desolate, guitarmangling melody direct from the tundra of Glasgow. Not pop.



Highlights: When the Mogwai sound expands to include choirs, orchestras and – yes – banjos. 2 Rights Make 1 Wrong defines the phrase tour de force.

Lowlights: Some of the vocals reveal the reason why Mogwai used to be a solely instrumental band. And, sorry, but Dial: Revenge sounds like All About Eye Verdict: Yet again, Mogwai craft a record sounding utterly unlike anyone else. Psyche up your stereo and let their sine waves engulf you. 7/10

#### RUN DMC Crown Royal (Arista)

Who? Adidas-clad rap veterans and one-time kings of rock reasserting their ancestral claim to the hip-hop throne, this time sans Jason Nevins.



Highlights: The Godfother sample underpinning it's O makes for a great intro and Queen's I (feat Nas and Prodi brings Run DMC in the 21st Centum

Lowlights: When they forget about hip-hop and start messing around with the likes of Fred Durst, Kid Rock and, er, that bloke out of Third

Verdict: The old skool rhetoric is a little overbearing but Crown Royal could have been a potent return to form. The rock collaborations

#### STEREOPHONICS Just Enough Education To Perform [V2]

Who? Relentlessly anthemic Welsh retrorock trio return with their third album (originally to be called simply JEEP! A country influence is discernible.



Highlights: For a band contended to remain bog-standard, only Vegas Two Times and Rooftop stand out. And that's because they sound like the Black Crowes

Lowlights: Like eating ole and mash every mealtime for the rest of your life, the stereophonics' continued existence is a lowlight.

Verdict: If you like the previous Stereophonics albums, you'll like this. And if you don't, you won't. There – a verdict as inspiring as the band themselves 3/10.

#### TALVIN SINGH Ha (Island)

Who? Poster boy for the UK Asian underground music scene and recipient of the Mercury Music Prize for his first album OK



Highlights: The torrid tabla rhythms of Sea Breeze and Bobby Style have a certain charm, but an aura of outdated coffee-table drum and bass Lowlights: The opening track, One 12 minutes long. I sounds like being locked in a shop selling crystals and knitted Javanese

Verdict: You'll try hard to like it, but Singh's supposedly groundbreaking synerg of Indian classic music and trip-hop is ultimately very dull indeed. 4/10

#### »ALSO RELEASED

RICHARDS

Wagon Christ Musipal (Ninja Tune)/Gorillaz Gorillaz (Parlophone)/Matthew Jay Draw (Food)/Ben Harper Live From Mars (Virgin)/Bonnie Prince Billy Ease Down The Road (Domino)/Flightcrank Beyond All Reasonable Doubt (Copasetik)

Tips, tactics, tricks, cheats. Want to rip your new games to shreds? Welcome to the section that's strictly for the HardCore...



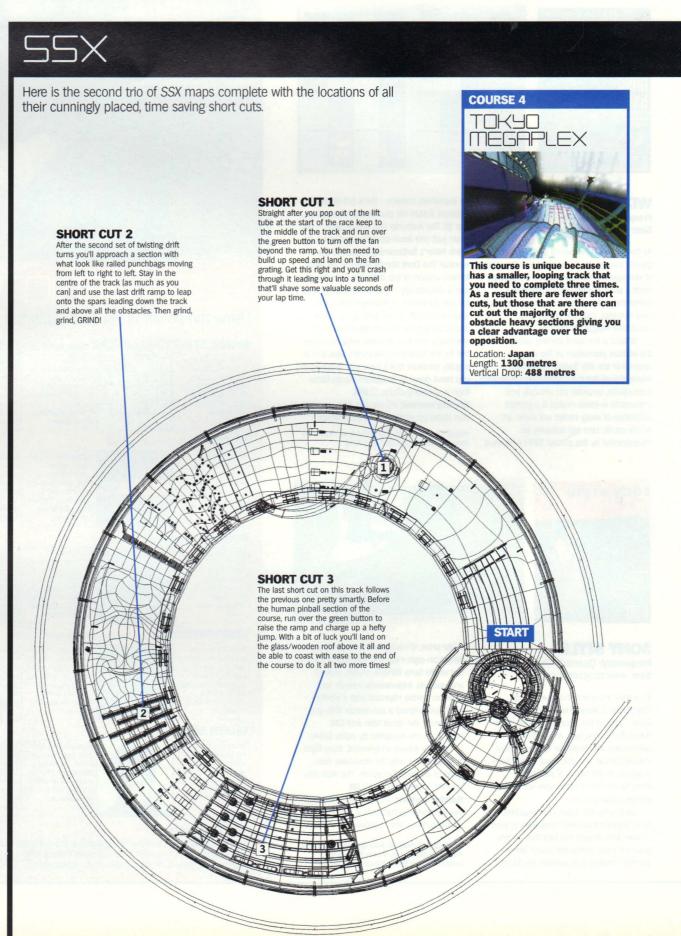
**Buenas Dias. I'm writing** this month from an unspecified South American hideaway following my successful escape from captivity in the HardCore nerve centre/mop room. That'll teach them to leave my hands unbound during meals! Having 'borrowed' our News Editor's face I made a daring hike to New York from where I purchased an unmarked street scooter and made my way here. Freedom! Thing is, I miss my work. Laying out SSX short cuts and Shadow Of Memories tips for you is fun. Unlocking Wild Wild Racing and Ready 2 Rumble: Round 2 is a great way to spend an afternoon. And as for Hwoarang the Vim bottle? I miss you, little guy! Well got to go. I'm having an old friend for dinner. See you next month.

Hand Hepatuk

Paul Fitzpatrick Staff Writer

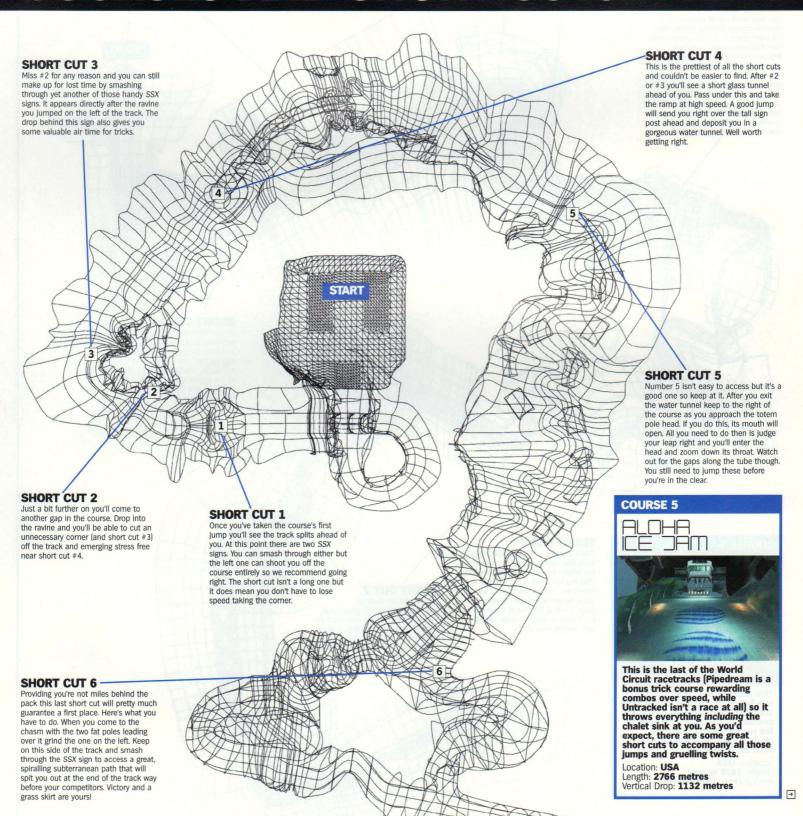
#### HELP ME!

If you've got any special requests for tips, hints, codes or advice providing it exists! I'm your dutiful manservant. In fact it's just lovely to know there are people out there who know my name. One day I might be able to join the happy people like you. For now I'm content to just lend my services to make your gaming life that bit more enjoyable: Write to me at: Hardcore, Official PlayStation 2 Magazine, Future Publishing. 30 Monmouth Street, Bath BA1 2BW. Electrical cyberpost to PS2@futurenet.co.uk.

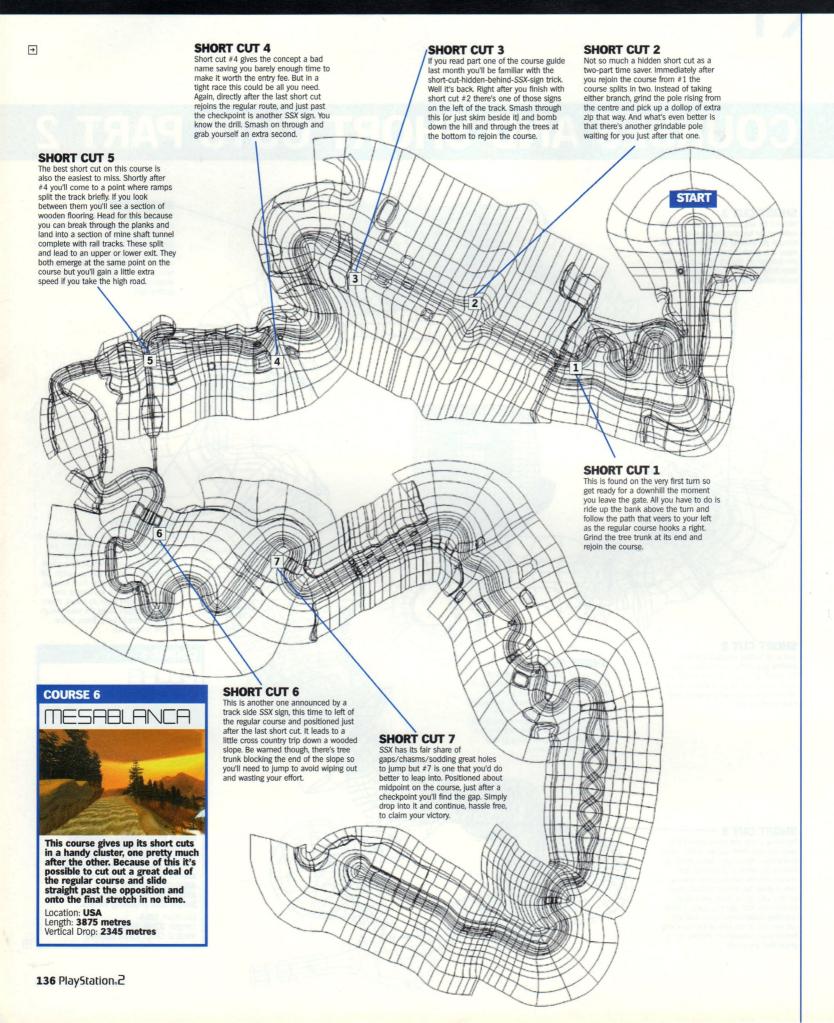




## **COURSES AND SHORT CUTS PART 2**

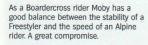


## 55X continued



#### SSX: MOBY TRICK LIST (SLIGHT RETURN)

There's been a bit of confusion in PS2 land with Moby's Spaghetti Airs inexplicably turning into Canadian Bacons. Well we hate that as much as you do so we consulted our trick bible and returned to the slopes for a bit of phat airology 101 revision. And so, here, in all its finger cramping glory is the complete and correct Moby trick list. Applogies for getting our lify Stiffys mixed up with our 900 Nosebleeds.





Age: 18
Height: 5'10"
Weight: 180lbs
Nationality: British
Blood Type: ARiding Style: Boardercross

Trick Name	<b>Button Combination</b>	Difficulty	Trick Points
Stiffy Air	<b>W</b> M	0	300
Flying Squirrel Air	(I2 fi2)	0	300
Canadian Bacon	W #0 #2	0	300
Crail Air	000	•	300
Rocket Air	(I2 R2 R1)	0	300
Japan Air	(12 82 (1)	0	600
Rubber Chicken Salad Air	<b>G</b> 62 (a)	0	600
Stiffy Air	000		600
Canadian Back Bacon Air	0000	0	800
360 Spin	(← OR →)360	•	950
Unethical Experimental Air	00000		1250
Back Flip	↓ 360	0	1690
540 Canadian Bacon	(← OR →)540 + ••••	•	1940
540 Indy	(← OR →)540 + 👀	0	1800
180 NoseGrab to Late TailGrab	(← OR →)180 + CD CD TO CD CD	0	1400
Front Flip	↑ 360	0	1690
720 Spin	→ 720		1910
Back Flip Stalefish	<b>↓</b> 360 + <b>12</b>		1980
360 Mute	(← OR →)360 + ®	0	1380
360 Skinned Flying Squirrel	(← OR →)360 + 120 (2)		1610
540 Canadian Back Bacon	(← OR →)540 + ®®®®		2240
Misty	(← OR →)540 + ↑ 360)		2120
900 Nosebleed	(← OR →)900 + 10 12 1		2940
720 Tail Wag	(← OR →)720 + (30 (32 (1))		2970
Back Flip Mutation	<b>↓</b> 360 + <b>⑤</b>		2360
Front Flip Rocket Booster	↑ 360 + <b>123 133 (3)</b>		2230
720 Iffy Stiffy	(← OR →)720 + (B) (B) (D)		2370
540 Stalemaskey To Late Chicken Salad	(← OR →)540 + @ @ TO @ @	•	2540
Front Flip Made In Japan	↑ 360 + <b>@@@@</b>		2310
900 Holy Crail	(← OR →)900 + 10 12 13 (1)		2920
Rodeo	(← OR →)540 + ↓ 360)		3120
900 Stalemaskey	(← OR →)900 + 10 12		3430
900 Skinned Flying Squirrel	(← OR →)900 + 10 12 (a)		3330
Rodeo Filet O'Stalefish	(← OR →)540 + ↓ 360) + 122 (a)		3580
Front Flip 360 Iffy Stiffy	(← OR →)360 + ↑ 360) + ••••		3150
1260 Stalemaskey	(← OR →)1260 + 10 12		3690
1080 Sinful Indy	(← OR →)1080 + 🖼 📵		3290
Double Back Flip Method Madness	<b>↓</b> 720 + <b>№ (a)</b>		3880
Misty Nosebleed	(← OR → )540 + ↑ 360) + 10 12 10		3700
Rodeo Skinned Flying Squirrel	(← OR → )540 + ↓ 360) + 12 (2) (3)	•	3700
Back Flip 360 Fresh Stalemaskey	(← OR → )360 + ↓ 360) + 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	•	4210
Front Flip 360 Method Madness To Late Made In Japan	(← OR → 360 + ↑ 360) + • OB ⊕ TO • OB •	*	4340
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900 Rubber Chicken Salad	(← OR →)900 + (10 (12 (1)	•	4410
Back Flip 360 Stalefish To	(← OR →)360 + ↓ 360) +	•	4770
Late Combo Grab  Double Back Flip Flying Squirrel to Late Sinful Indy	© 70 00 TO 02 TO 00 TO 02 ↓ 720 + 02 02 TO 03 ©	٠	5020
Full On 900 Stalefish	(← OR → 1900 + ↑ 720] + 🔞	•	6100
Misty 720 Experimental to	(← OR →)720 + ↑ 360) +	•	6610
Late Rubber Chicken Salad	COCO TO COCO CO		
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900 Tail WAG to Late Nosebleed	(← OR →)900 + 130 120 TO 10 120 (C	•	46100

#### SHADOW OF MEMORIES

Time to try and iron out some of those time travelling kinks.

#### General Tips

Konami's lcy horror mystery has you playing Elke Kusch, a young man travelling throughout the history of a seemingly ordinary European town attempting to prevent his own murder(s). With every action having the potential for profound repercussions on another point in time, unravelling Shadow Of Memories's plot can be, well, a challenge. Understanding this, we bring you a selection of general and specific playing tips that should iron out some of the most "WHAT?" wrinkles in the fabric of time. They're listed in chronological order but take note that events could happen at any time.

1. Talk to as many people as possible. Incidental characters can offer seemingly pointless advice but later on it can become invaluable.



- 2. After being stabbed outside the cafe for the first time then brought back to life you will only have half an hour to solve how to avoid being stabbed again. You must seek out the fortune teller who can be found in the Old Alchemist's House. She will offer you cryptic advice which boils down to getting as many people around you as possible to avoid being stabbed again. Wander through town talking to as many of the town's folk as you can and invite them to watch a performer in the town square. This will prevent you being stabbed.
- **2a.** When you first encounter the juggler in the town square, whatever you do, don't touch him. Just trust us on this one okay?
- **2b.** After the juggler has finished his performance go back and watch him again. He will throw you some valuable life-saving advice.
- 3. Entering the burning tavern is the only way forward. Once you enter you will be fried to a crisp but given the opportunity to stop the fire at an earlier time. Once you return, rush around the back of the pub and scare off the arsonist.



- **4.** After being sucked back to the 16th Century for the first time you will be approached by an angry mob. The only way you can get out of this potentially lethal situation is by scaring them away. Use your mobile phone to do this. They're a bit dim you see.
- 5. In order to stop your assassin climbing up the tree in the main square and hiding out until they can take a pop at you, you need to go back in time to prevent it being planted. The gardener will not give up his horticulture easily though and you must take the Mayor's crest from it's hook to fool him into thinking the Mayor ordered him to stop.
- 6. In order to reach the Mayor's crest you will need to talk to the peasant boy and exchange your photo of the town with a key he has. Use this key to unlock the gate next to the boy. You will see the crest high up on the battlements so go back to the boy and head down the main street. You will see a ladder leaning against a wall.

7. At one point in the game you will again be attacked from behind by a knife wielding assassin. To stop the knife you must find an implement to place down your shirt. The best way of doing this is to write a message to warn yourself, then place it in the correct time for you to benefit from your acquired hindsight. The message can be written on the egg given to you by Mr Brum's daughter.



- 8. Later on in the game you will be poisoned in the restaurant. In your current time there is no cure so you must travel back to collect it. Unfortunately you don't know what will cure you so seek out Mr Brum and convince him to turn his house into a library instead of a museum. Then, travel back to the present and go to the library to find information on the remedy.
- 9. To access the burned out alchemist's house you must first entice the guard dog away. To do this track down the butcher who will happily give you her old meat.



10. To prevent yourself falling to your death from the top of the clock tower you will need to secure yourself to a length of rope. Whatever you do, don't use the old rope, it will snap as you fall. Instead, return to the same place but a few years before. The rope will still be there but it will be strong and new.



11. If you get talking to the film maker share your time travelling secrets with him. This will inspire him to make a blockbusting movie and not the obscure arthouse flick he had in mind. In turn this will prevent him becoming depressed, blamling you for his failure and running you over.

Do you have any *Shadow Of Memories* tips you'd like to share with the world? Then drop us a line at the usual address.



#### READY 2 RUMBLE BOXING: ROUND 2

The gloves are off and here, once and for all is the definitive list of codes to open up R2R:R2 like a particularly well lubricated barn door.

**→** 

\*Unless otherwise specified, these codes are to be entered at either Arcade or Championship Character Selection screen and will trigger the sound of a bell to let you know you've been successful. If a code doesn't work, reset the game and start again.

To unlock all fighters  $\leftarrow$ ,  $\leftarrow$ ,  $\rightarrow$ ,  $\bigcirc$ ,  $\bigcirc$ ,  $\bigcirc$ ,  $\bigcirc$ ,  $\bigcirc$ 

To unlock champion outfits  $\leftarrow$ ,  $\downarrow$ ,  $\rightarrow$ ,  $\uparrow$ ,  $\rightleftharpoons$ ,  $\uparrow$ ,  $\rightleftharpoons$ , (x20),  $\rightleftharpoons$ 

To unlock holiday outfits  $\leftarrow$ ,  $\leftarrow$ ,  $\rightarrow$ ,  $\uparrow$ ,  $\bullet$  [x8],  $\bullet$ ,  $\bullet$ ,  $\bullet$  (x4),  $\bullet$  once you've unlocked all the costumes you can select them by highlighting a fighter in character selection and pressing  $\bullet$ ). Not all fighters have a holiday costume, though.





 $\leftarrow$ ,  $\leftarrow$ ,  $\downarrow$ ,  $\uparrow$ ,  $\downarrow$ ,  $\rightarrow$ ,  $\rightarrow$ ,  $\bigcirc$  [x19],  $\bigcirc$  Start at the final championship bout

Extra camera angles

Okay. Here's one for all you

repetitive strain

injury fans with

too much time

on your hands

Weighing in at a unnecessarily taxing 100 key

strokes this will open up 15 new

angles including

got through that successfully you'll hear the sound of Mama Tua shouting "Rumble!" If you don't hear that you may want to start boxing the TV instead.

selectable in-

game camera

the positively unworkable 'Polar' cam.
These can all be accessed by pausing a fight and choosing the appropriate sub menu.

□(x20), □(x,0), □

 $(x_6)$ ,  

Pause the game and enter: □,□,↓,↑,↑,←,□,□,□,□ Instant second Level RUMBLE Pause the game and enter:

m, m, m, √, ↑, ↑, ←, m, m, m, m, m Instant full RUMBLE Meter Pause the game and enter:

View the credits
At the main menu enter the following:

→,→,→,↓,Φ,Φ



### DYNASTY WARRIORS 2

Even in feudal Japan you can cheat like a good 'un.

Enter the following codes at the Title Select Screen

(a),(a),(a),(a),(a),(a),(b),(a)

Free Mode side selection (Holding down (26) (18), (19)

Sneaky Health Boost

All you have to do is find a save point and select it whether you have a Memory Card or not. Whether you decide to save or not you will return to the game with your health restored and a renewed lust for slicing up the enemy with sharp things.

Opening Sequence Editor
Enter the following code at the main
menu: @,@,@,@,@,@,@,@,@,

Correct code entry will be greeted by
the far less threatening sound of
cheering. Now if you look at the
options menu you will find a new
section: Opening Edit. This will enable
you to direct the action by selecting
different characters in the sequence.

#### UILD WILD RACING

Get those courses and cars that you can't be bothered to unlock.

Go to the Options Menu, hold down a and enter the following sequence: †,©,↓,©,←,→,←,→,©

This will open up a secret menu. Now enter 'NORTHEND' as the player name and you will open up a further top secret menu! Between these two you'll be able to access any of the courses and vehicles you've been unable to get your mitts on up till now.





Don't know the difference between Yabasic and a Yahoo Serious DVD? Wondering if a 'jaggy' is a tech term or a sample from the latest Will Smith single? Just send your question to HardCore Q&A at the usual address, or email PS2@futurenet.co.uk and we'll do our best to illuminate you.

#### PERFECT 10?

Just a quick note to say how disappointed I am in the quality of games released for the PS2. Where are the ten scores? It seems a damn shame that games developers are still trying to rip-off us, the end users of these games. Come on developers – you have the console. Where are the games?

#### Edward Barnard, via email

Whereas it would be wrong of us to comment on developers' individual quests for the perfect blend of gameplay, graphics and longevity it is worth us saying something about the OPS2 rating system. Far too often magazine reviews tend to crowd around the extremeties of the 1-10 scorecard. This can lead to a situation where the middle range of scores is rarely used at all which ends up negating the usefulness of the whole reviewing setup.

At OPS2 we insist on using the whole range of scores so although, say, a 6/10 game won't be a classic, it's still a respectable score, and the

One of Unreal's seven Deathmatch arenas.

1 0 158 0 30

## FREQUENTLY ASKED QUESTIONS A few answers that a few of you want to know yesterday.

There are seven Deathmatch arenas in *Unreal Tournament*, specially created to avoid even the slightest drop in split-screen frame rate... Once you've entered the *SSX* codes (HardCore issue #04) and heard a confirmation sound, simply exit the Options menus and continue with your game selections to enjoy them... Technically, a second-person view in a game would be someone else's perspective entirely, which doesn't exactly make much sense... Yes, Sega *is* making games for PS2 (see this issue's feature on page 86) but Nintendo is not... yet. That'll get 'em talking...

review text will always tell you why. Take a look at our rating explanation at the head of the review section and you'll see what we mean. You might want to take a look at this issue's scores...

#### **SMUGGLER'S THUMB**

Could you please explain your cheat code for invisibility in *Smuggler's Run*, [OPS2 issue #04]? What exactly does ' $\pm 1x \psi$ ' mean?

Mark Ward, via email

Very good question. What it means is a spanner in the works for fans of invisible driving the world over. The complete and correct code is **(1)**, **(1)**x2, **(2)**. Sorry, Mark.

#### **SCREENSHOT IN THE FOOT?**

Some questions

- 1) What exactly does 'real-time' mean in games?
  2) Why do screenshots not do games the justice they deserve?
- 3) What does '-san' mean after a Japanese person's second name? You seem to use it a lot.

#### Piers Carrigan, West Sussex

Some answers:

- 1. Games tend to play pretty fast and loose with the whole concept of time either ignoring it completely (platformers are a prime candidate), or compressing it (most sports games centred on matches, and nearly all RPGs). However, when one second of in-game time equals one second of 'real time' especially where it's not expected-it's worth mentioning. Ephemeral Fantasia and irronically, the time-travelling Shadow Of Memories are both adventures that have a game world running on a realistic dawn to dusk time frame. If you're in front of your PS2 for an hour, your character lives for an hour.
- 2. The problem with taking screenshots from games is that essentially you're capturing a fraction (around 1/60) of a single second of what is very fast-moving action. Taken out of context, these individual frames can fall short of conveying the visual majesty of the game. That's why OPS2's DVD-ROM disc looks so good, giving you the opportunity to see games' graphics in their natural habitat. We're constantly looking at ways of improving the quality of our screenshots, Piers, so keep an eye out.
- 3. 'San' is a term of respect used in Japan when addressing someone older, wiser or in a position of influence or power. It's kind of like using 'sir' or 'madam' in English.

#### **MUSIC TO OUR EARS?**

Could you tell me if there will be a music creation package released for the PlayStation 2 any time in the near future.

Phil Hulse, via email

Yes! MTV Music Generator is the name of the beast and the good news is that it comes from Jester Interactive, the developer behind the excellent Music and Music 2000 on the PSone. For all the news that's fit to print you'll want to see our feature on the game in issue #05. More on MTV Music Generator next issue.

#### **DVD S(AV)IOUR?**

The debate on better picture quality has been looming over us since the day the Playstation 2 was released. I purchased an official SCART lead for RGB picture quality but later found out that my DVD picture was a little GREEN. But now I have encountered the following answer to this

question problem. In proper 'Why don't You' style: You will need a television with two SCART Sockets. and an official SCART lead from Sony to give RGB quality pictures.

Method: Simply connect your PS2 via the SCART lead into AV2 on your TV. In AV1 the DVD playback is green, but by placing the SCART into AV2 it bypasses the first socket and gives you RGB quality pictures with both DVD and games. 'Gaffer', via email

Has anyone else found this route to improved PS2 picture quality? Or maybe you've found another way to get the most out of your machine. Do let us know if you have.

#### **METAL GURU**

I have heard recently that ZOE is coming with a free demo of Metal Gear Solid 2. This is great news, but instead of forking out over 40 quid (Irish) for the demo I was wondering if OPS2 will be releasing the demo any time soon and whether it will be a completely original version or just the same as the one as packaged with ZOE? **Anonymous, via email.** 

Yes. And no. Although information flow from Konami about Snake's return is understandably stealthy and sporadic we can confirm that OPS2 will be featuring a fully playable MGS2 demo later this year, hopefully around issue 10/11.

A couple of other things. First, as this issue's demo shows, ZOE is well worth £40 quid as well. Second, our playable demo will be different from the demo available with ZOE. Our advice? Buy both and don't miss any of Kojima's work.

#### **SEX OBSESSED STUDENT**

I am a third year media studies student, working on my dissertation. I have decided I want to look at computer games, and the role of sex plays within them. I would also like to look at female game players.

I was wondering whether you could help by firstly, letting me know who it is that censors or applies certificates to games in this country? I would also be grateful if you could point me in the direction of any research written on computer games/erotica.

#### Alex Gale, via email.

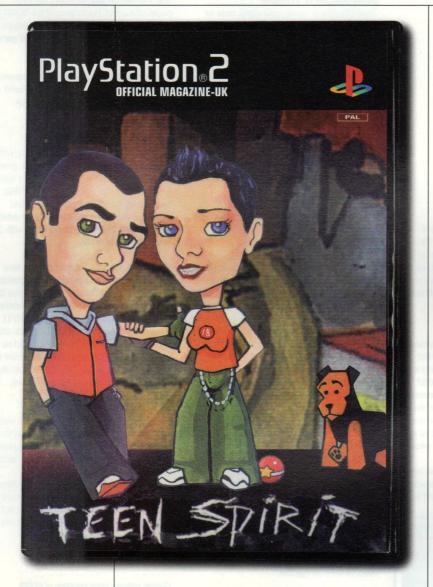
Games ratings come courtesy of ELSPA (European Leisure Software Publishers Association) which is the software Industry's trade body, and first appeared in 1993. When the Video Recordings Act was passed in 1984 in response to the perceived threat of horror 'video nasties', videogames, in their infancy, managed to avoid government interference.

However, as gaming went 16 bit and video compression meant full-motion video could be used in games, the line between games and video became blurred and eventually a handful of violent games lost their exemption from rating and were sent to the BBFC (British Board of Film Classification). Worried that eventually all games would have to go through the costly BBFC rating system, ELSPA enlisted the help of the respected Video Standards Council (VSC) and set up their own voluntary rating system based on age groups from 3 to 18. ELSPA rates games and sends its findings to the VSC for verification.

Only if the VSC considers there is an excessive amount of explicit violent or sexual content in a game does it resort to sending the title to the BBFC for statutory and legally binding classification. For further info check out www.elspa.com and www.bbfc.co.uk

## **ENDGAME**

Opinion/gossip/lists/columns/truths/lies/odds/sods/and some stuff you write





The screen shows all you need: how much money you have, how many lives are left while the graffiti shows where you warp to mini-games.





Tia's ex-boyf.

head of the Goths and

#### **COMIC BOOK DIARY**

The comic book diary will be accessible from the options screen. It will chart your progress through the town and tell you who you have defeated and what there is still left to do. Also with the PS2 broadband capabilities, monthly comics books would be available to download from the Net to add more episodes to the adventure.

## Designer Genes

Got an idea for a game? Then let us know about it. This month's Designer Genes features a beat-'em-up adventure set in an alternate version of a Welsh seaside town. Right...

#### WRITE TO:

Designer Genes, Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email us at PS2@futurenet.co.uk. Send us a description of your game idea and try to accompany it with a few sketches or drawings to bring your words to life. If we like your idea we'll send you an OPS2 T-shirt and a signed print of the box art designed by art Brum, Niki.

#### #6: TEEN SPIRIT/DESIGNED BY: MARTYN GOWEN, MID GLAMORGAN

"In a town loosely based on Tenby, South Wales, the community is being terrorised by a gang known as the Goths. They beat up people for looking at them the wrong way, steal cars, frighten old ladies and spit on the pavement. There seems no way to stop their power until Flint, the unlikely hero visits his favourite nitespot and gets together with a sassy minx called Tia. Unfortunately they are spotted by Billy, leader of the Goths and Tia's rather jealous ex-boyfriend.

"As the pair leave, the gang set upon them and they are left unconscious on the road outside. Their minds meld into one and they find themselves in an alternate version of Tenby with Flint's dog, Sam, who can now talk and help them out in situations. Here the rule of the Goths is just as mighty, but now they have special powers. It is up to you, as Flint, to rid the town of the tyranny. By doing this in the alternative town you will also bring harmony to the normal town.

"As you walk the streets you pick up clues to go to different destinations. Warp holes are highlighted by graffiti, and these take you to mini-games where you fight against gang members to earn money. With this money you can go to stores in the town and buy better fighting equipment. The fighting in these levels is like *Street Fighter*, but parts of the scenery can be used as weapons like in *WWF Smackdown*.

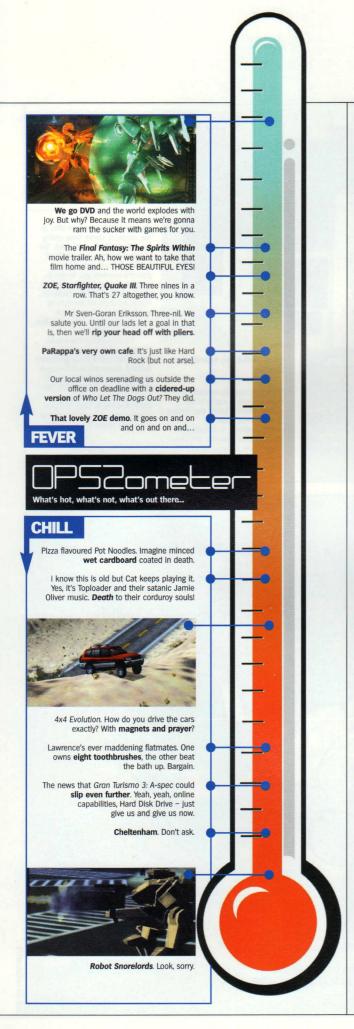
"As you can see from my illustrations, the idea I have is for the game to look like a cel-shaded comic book adventure, much like Jet Set Radio."

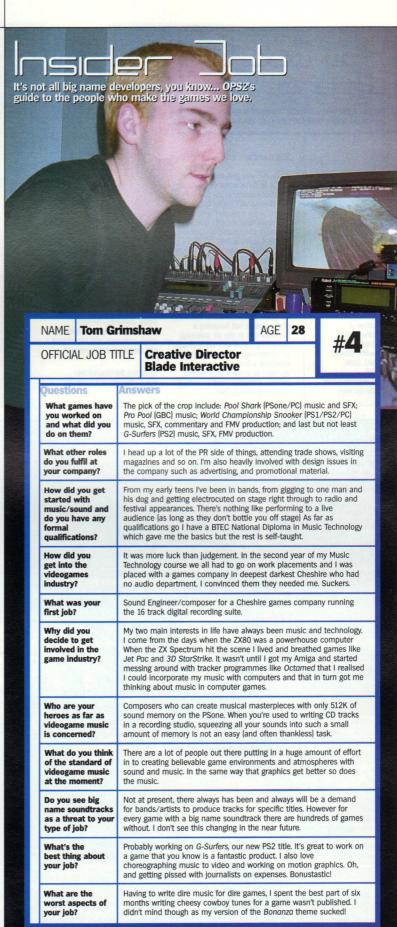
## THE EXPERT'S OPINION



## CHARLES CECIL MD of PS2 developer Revolution.

Not a bad idea – like a Pembroke-based version of *The Bouncer* – but if you took this to a publisher they'd change Alternate Tenby to Alternate LA, so you'd lose some of that parochial charm. Not sure about the cel-shaded graphics. Although it's a style, it's not a style that many people go for. If you want mass-market appeal it's better to go for realism. You also need to say what's amazing about the fighting. Never mind saying, "It's like game X." You've got to say, "It's better than game X for this demonstrable reason." Good things: good character names (are Tenby girls really called Tia?) and good use of the dog.







**WRITE TO** 

You Got It Wrong, Son!, Official

Magazine, Future

Publishing, 30 Monmouth Street,

PS2@futurenet.co.uk

Bath BA1 2BW.

Or email

PlayStation 2

## You Got It Wrong, Son!

Do you think we've unfairly reviewed a game? Think you know better than us? Then tell us about it here.

#### Billy Burnham, Leicester

"How can you give Kessen seven out of ten? I've never played such a pile of rubbish in my life. It's like playing with those little plastic army men you used to get. It is really hard as well, loads of numbers and tactics to work out. I think it is more like a maths lesson than a game.

"The box made it look really good but when I played it I was shocked. I wanted to be on a battlefield smashing people's heads in with my sword not staring down on a field full of tiny horses. I wanted to be in the thick of the action, not hovering a hundred feet in the air watching everything below like I'm a seagull or something. I'm far to often just watching a fancy cut-scene or involved in some sort of boring military planning meeting instead of kicking enemy butt.



"The story is stupid too, who cares about the history of Japan? This is supposed to be an entertaining videogame not an Open University history programme. I wanted swords, ninja, samurais and bloodshed. I got Japanese Risk instead!"

Graphics 04/Sound 04/ Gameplay 02/Life Span 01/ Overall 02

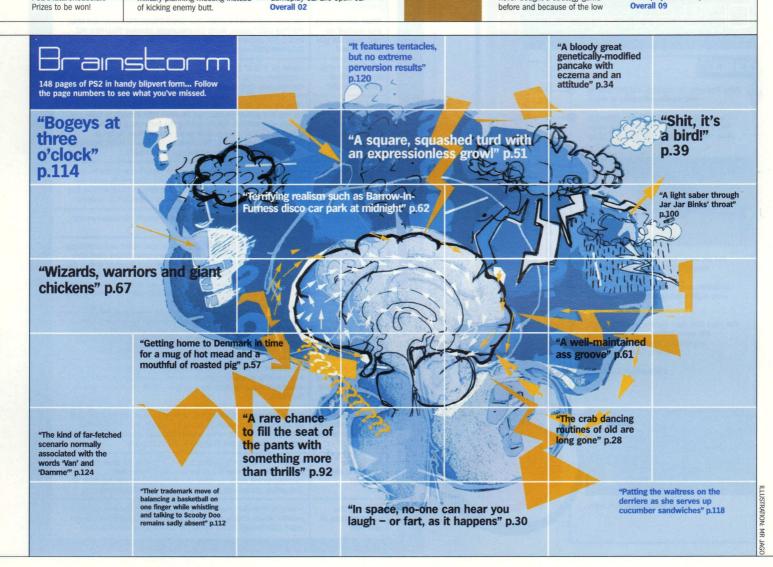
#### Vince McDermot, Sturminster Newton

"I think somebody missed the point when they came to the Kessen review. Rather than saying 'It won't blow apart any preconceptions,' It actually did the complete opposite and blew away all my preconceptions. I've never bought a strategy game before and because of the low

choice of PS2 games on offer at the moment, rather than opting for TTT and RRV1 chose this. The depth of mission, epic scale of battles and amount of brain power it requires you to use is great. It is also easily accessible for the likes of me, the beginner. Feuds are feast for the eyes to watch and even horses look animated properly, which is a first for videogames!

"I can't wait for the sequel. Ive seen a few screenshots of it on the Net and it looks absolutely brilliant. I urge anybody to check out a copy of the game even if they don't usually like RTSs. The old one still keeps me entertained even after all these months. It's so much better than the seven points it was given."

Graphics 08/Sound 07/ Gameplay 08/Life Span 08/ Overall 09



Time to sharpen your headbrains on the grindstone that is the Official PlayStation 2 Magazine Quiz. Harder than you!



#### SPANNER IN THE WORKS

Fast cars are flying out of the pages this issue - test your automotive knowledge here.

- 1. The TVR is a great car. What do the initials stand for?
- 2. What was the name of the first Porsche and what year was it built?
- 3. What manufacturer makes the RX-7?
- 4. What is the name of the founder of Lotus?
- 5. Who created Gran Turismo?

SAM'S SCEE OUIZ We tell you the game

name, and then you tell us the SCEE development studio responsible. Sad...

- 1. Formula One 2001
- 2. The Getaway
- 3. Dropship
- 4. Medievil 2
- 5. WipEout Fusion

**CORPORATE WARS** 

In which game do the following corporations, companies or organisations appear?

**SPOT THE BALL** 

- 1. Umbrella
- 2. Ultor

3. The Mikado Group

- 4. SCAT
- 5. Fox Hound

#### **DREAM TEAM**

So how well do you think you know the people that make this very magazine?

- 1. Who is the youngest on the OPS2 team?
- 2. Which of us (by their own admission) sounds like Worzel Gummidge?
- 3. Who can be found DJing in their spare time?
- 4. Who has their body covered in tattoos?
- 5. Which of us dated a descendant of Karl Marx?

#### THE BEST OF **BRAINSTORM**

To what games do these quotes relate from issues #03, #04 and #05?

- 1. "Can I go now?"
- 2. "Neutralise the Syndicate goons"
- 3. "An exceptionally small appendage"
- 4. "It all sounds kosher to us"
- 5. "A fresh turd under a pile of leaves'

#### **DEVELOP. ER...**

For games boffins only, tenuously link the tenuous names to the studio

- 1. Tim Wright
- 2. lan Livingstone
- 3. Amy Hennig
- 4. Dan Houser
- 5. David Lau-Kee

#### **BAD GUY BONANZA** To which games do these bad guys belong?

- 1. Vadrigar
- 2. Unknown
- 3. Merlock
- 4. Commander Borf
- 5. Muro

## COVER DISC CONUNDRUM

To get you back ogling our new DVD cover disc here are five questions related to the goodypacked beauty.

- 1. What is the name of the boss mech in ZOE?
- 2. What emotion is displayed in the montage of clips?
- 3. What colour is the arrow on the intro screen?
- 4. Who is the Director of Star Wars: Starfighter?
- 5. What is the last score seen in Silpheed just before the screen fades?

#### **SEGA HEAD SCRATCHERS**

Refresh yourself on all things Sega before the games come to the PS2.

- 1. Name Sonic's fox friend.
- 2. What's the name of Crazy Taxi's red haired lady driver?
- 3. Can you name Sonic's arch nemesis?
- 4. What console succeeded the Master System?
- 5. What is Seaman? (And no we're not talking about the unfortunately-haired England international)

## ANSWERS (USE A MIRROR)

#### Spanner in the works

1. Short for 'Trevor', the name of the guy who designed it 2. Porsche Number One, 1948 4. Clive Chapman

#### Sam's SCEE Quiz

L Studio Liverpool 2. Team Camden 3. Team SoHo 5. Studio Liverpool

#### **Corporate Wars**

 Resident Evil series
 Red Faction 3. The Bouncer 4. Operation: WinBack

#### 5. Metal Gear Solid Dream Team

- 1. Niki Earp 2. Nick Moyle 3. George Walter
- 4. Ben Lawrence

#### The Best Of Brainstorm

3. Lotus Challenge

5. WDL: Thunder Tanks

#### Develop. Er...

- 2. Eidos Interactive 3. Crystal Dynamics
  - 4. Rockstar 5 Criterion

#### **Bad Guy Bonanza**

- 1. Quake III Revolution 2. Tekken Tag Tournament 3. Donald Duck: Quack Attack
  - 4. Space Ace

#### Cover Disc Conundrum

2. Anger 3. Green 4. Daron Stinnett

#### Sega Head scratchers

2. Gena

5. 460748

- 4 The MegaDrive 5. A fish breeding sim for the Dreamcast.



#### **YOUR RATING**

35-46 Ban 25-35 Right Guard **15-25** Secret

0-15 Lard

Want to know more? Need to know a release date? What about a game in the future? Something gone wrong? Here's all the info you could ever need...

3DO 01895 456 700

www.3doeurope.com 3DO Europe, 21-23 Mossop St, London SW3 2LY

**ACCLAIM** 0207 344 5000

www.acclaimnation.com 112-120 Brompton Rd, Knightsbridge, London

**ACTIVISION** 01895 456 789

www.activision.com Long Island House, Suite 3a, 1-4 Marple Way, London W3 0RQ

**CODEMASTERS** 01926 814 132

www.codemasters.com Stoneythorpe, Southam, Warwickshire CV33 ODL

**CRAVE** 00353 617 020

www.cravegames.com 58, Canalot Studios, 222 Kensal Rd, London W10 5BN

**CRYO** 0121 250 5072

www.cryo-interactive.com 186a Stratford Rd, Shirley, Solihull B90 3BQ

DISNEY INTERACTIVE 0990 998 877

www.disney.co.uk PlayStation Careline, PO Box 2047, London

WIA 3DN

**EIDOS INTERACTIVE 0121 356 0831** www.eidos.co.uk 1 Hartfield Rd, Wimbledon, London SW19 3RU

**ELECTRONIC ARTS** 0870 243 2435

www.ea.com 2000 Hillswood Drive, Chertsey, Surrey KT16 0EU

EMPIRE 0800 783 0156

www.empire.co.uk The Spire, 677 High Rd, North Finchley N12 ODA

**FOX INTERACTIVE** 01932 454 032

www.foxinteractive.com 2000 Hillswood Drive, Chertsey, Surrey KT16 0EU

INFOGRAMES 0208 222 9700 www.infogrames.com 116 Baker St, London W1M 1LB

JVC INTERACTIVE 0207 240 3121

www.jvc.com 44 Wellington St, Covent Garden, London WC2E 7BD

KONAMI 0208 582 5573

www.konami-europe.com 7/9 The Oaks, Ruislip, Middlesex HA4 7LF **LEGO** 01753 495 453

www.lego.com 33 Bath Rd, Slough, Berks SL1 3UF

MICROIDS 0208 901 7388

www.microids.com 2 Gayton Rd, Harrow, London HA1 2XU

MIDAS INTERACTIVE 01223 522 000

www.mldas-interactive.co.uk Matrix House, Cambridge Business Park CB4 OHH

MIDWAY 0207 938 4488

www.midway.com 96 Kensington High St, London W8 4SG SCEE 0990 998 877

www.playstation-europe.com PlayStation Careline, PO Box 2047, London WIA 3DN SCI 0207 585 3308

www.sci.co.uk 11 Ivory House, Plantation Wharf, York Rd, London SW11 3TN

TAKE 2 INTERACTIVE 0870 124 2222 www.take2games.com Saxon House, 2-4 Victoria St, Windsor, Berks

SL4 1BY **THQ** 01483 767 656

www.thq.com Dukes Court, Duke St, Woking, Surrey GU21 5BH

**UBI SOFT** 0208 944 9000

www.ubisoft.co.uk 1 Weir Rd, Wimbledon, London SW19 8UX

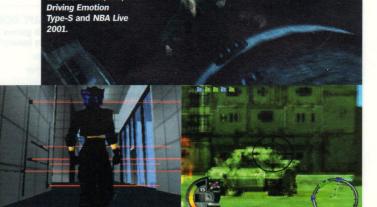
VIRGIN INTERACTIVE 0207 551 4222

74A Charlotte St, London W1P 1LR





If it's for PS2, and on sale in the UK then we've played it, argued about it and played it some more. Our potted judgements on the 56 games available begin below.



#### **AQUA AQUA: WETRIX 2.0**

☐ Publisher: SCi Developer: Zed Two Addictive, well-realised update on the familiar Wetrix puzzle game formula. Reviewed Issue #01

Players 1-4
Graphics 06/Sound 07
Gameplay 08/Life span 07
Overall 07

#### **ARMORED CORE 2**

Publisher: Ubi Soft ☐ Developer: From Software Enjoyable first-person shooter offering interchangeable and customisable robo-body parts. Reviewed Issue #04 Players 1-2 Graphics 07/Sound 06
Gameplay 07/Life span 07
Overall 07

#### **DEAD OR ALIVE 2**

☐ Publisher: SCEE Developer: Tecmo Graphically superior to Tekken, DOA2's appeal lies in its open arenas and blistering frame rate. Reviewed Issue #02 Players 1-4 Graphics 08/Sound 04 Gameplay 08/Life span 06 Overall 07

#### **DISNEY'S DINOSAUR**

☐ Publisher: Ubi Soft Developer: Ubi Soft A poor, and seemingly rushed spin-off of the movie of the same name. Even the kids will tire of this very quickly. Reviewed Issue #03 Players 1
Graphics 03/Sound 05
Gameplay 04/Life span 03
Overall 04

#### DONALD DUCK: QUACK ATTACK

Publisher: Ubi Soft Developer: Disney Interactive A Disney game that is sadly more 'cack' than 'quack'. Reviewed Issue #04 Players 1
Graphics 05/Sound 06
Gameplay 02/Life span 03
Overall 04

#### **DRAGON'S LAIR**

☐ Publisher: Digital Leisure ☐ Developer: Cinematronics Only those who are nostalgic for the identical 17-year-old arcade title will want to play this. Reviewed Issue #03 Graphics 03/Sound 02 Gameplay 02/Life span 01
Overall 02

#### DRAGON'S LAIR II: TIMEWARP

☐ Publisher: **Digital Leisure** ☐ Developer: **Cinematronics** Like its predecessor, this DVD update is a painfully unplayable affair. Reviewed Issue #03 Players 1
Graphics 03/Sound 01
Gameplay 01/Life span 01
Overall 01

#### **DRIVING EMOTION TYPE-S**

Publisher: EA Developer: Squaresoft If this dismal racer is anything to go by Square should stick to RPGs. Reviewed Issue #05 Graphics 07/Sound 04 Gameplay 03/Life span 07

#### **ETERNAL RING**

Publisher: Ubi Soft Developer: From Software Generic Japanese RPG sadly lacking in originality and graphical flair. Reviewed Issue #05 Players 1
Graphics 03/Sound 04
Gameplay 03/Life span 03
Overall 03

#### **DYNASTY WARRIORS 2**

☐ Publisher: Midas Interactive Developer: KOEI DW2 mixes strategy with swordslashing, horse riding and shooting people with a bow and arrow. Players 1 Graphics 08/Sound 08 Gameplay 07/Life span 06
Overall 07

#### **ESPN INTERNATIONAL** TRACK & FIELD

Publisher: Konam ☐ Developer: **KCEO** Graphically impressive multi-part athletics sim built up of ten events, let down only by dodgy Al. Reviewed Issue #01 Players 1-4 Graphics 09/Sound 07 Gameplay 05/Life span 04 Overall 07

## ESPN NATIONAL HOCKEY NIGHT

☐ Publisher: Konami Developer: **KCEO**Frustrating gameplay quirks put this below its EA rival. Reviewed Issue #05 Players 1-4 Graphics 07/Sound 08 Gameplay 06/Life span 05
Overall 06

#### **ESPN NBA 2NIGHT**

Publisher: Konami Developer: KCEO Proves the age old cliché – only fun if you like basketball anyway. Reviewed Issue #05 Players 1-8 Graphics 07/Sound 07 Gameplay 05/Life span 05
Overall 06

#### **ESPN WINTER** X-GAMES SNOWBOARDING

Publisher: Konami Developer: KCEO Realistic snowboarding sim, hampered by bland graphics, dull courses and sedate, unresponsive controls. ed Issue #01 Players 1-5 Graphics 06/Sound 05 Gameplay 05/Life span 07 Overall 06

#### F1 CHAMPIONSHIP

**SEASON 2000** ☐ Publisher: EA Sports ☐ Developer: EA/Visual Sciences Good attention to detail but it offers nothing additional to PSone versions. Reviewed Issue #03 Players 1-4 (22 in Time Trial) Graphics 07/Sound 05
Gameplay 06/Life span 06

#### **FANTAVISION**

Publisher: SCEE Developer: SCEI The world's first fireworks game Modest in size but highly original Reviewed Issue #01 Players 1-2 Graphics 08/Sound 07 Gameplay 08/Life span 05 Overall 07

#### **FIFA 2001**

Publisher: EA Sports
Developer: EA Sports (Canada) The first installment of FIFA on PS2 makes the same errors as its predecessors. All mouth, no football. Reviewed Issue #02 Players 1-4
Graphics 10/Sound 09
Gameplay 05/Life span Gameplay 05/Life span 05
Overall 07

#### **GRADIUS III & IV**

Publisher: Konami Developer: **KCET** Pointless reprise of 2D, side-scrolling spaceship shoot-'em-up from 1990. Reviewed Issue #01 Players 1-2 Graphics 02/Sound 03 Gameplay 03/Life span 02 Overall 03

#### **GUN GRIFFON BLAZE**

Clockwise from top: Shadow Of Memories, WDL: Thunder Tanks, Oni,

> ☐ Publisher: **Swing** ☐ Developer: **GameArts** Although flawed, GGB is very entertaining and captures the imagination with considerable flair. Reviewed Issue #03 Players 1 Graphics 07/Sound 06 Gameplay 08/Life span 06

#### **H30 SURFING**

Publisher: Take 2 Developer: ASCII A depressingly inadequate extreme sports sim. An Infuriating camera angle fails to show all the fun you won't be having Reviewed Issue #02 Players 1-2 Graphics 04/Sound 04 Gameplay 05/Life span 04
Overall 04

#### HOLOGRAM TIME TRAVELER

□ Publisher: **Digital Leisure**□ Developer: **Sega** Porting over of a game that was never really popular when it first appeared. Reviewed Issue #03 Graphics 00/Sound 00 Gameplay 01/Life span 00
Overall 00

#### INTERNATIONAL SUPERSTAR SOCCER

☐ Publisher: Konami ☐ Developer: **KCEO**ISS on PS2 has added genuine squads (at last) and more instant gratification with this KCEO/N64 makeover Reviewed Issue #01 Players 1-4 Graphics 07/Sound 07 Gameplay 08/Life span 08 Overall 08

#### KESSEN

Publisher: Electronic Arts Developer: **KOEI** Real-time strategy on a huge scale with 100 warriors on screen at once. Reviewed Issue #04 Players 1 Graphics 08/Sound 07 Gameplay 07/Life span 08 Overall 07

#### **KNOCKOUT KINGS 2001**

Publisher: EA Sports Developer: EA Sports Competent boxing sim, not good enough to earn its royal status though. Reviewed Issue #05 Players 1-2 Graphics 08/Sound 07 Gameplay 06/Life span 05
Overall 06

#### **MADDEN NFL 2001**

☐ Publisher: EA Sports Developer: EA Sports PS2's most rewarding sports game so far – boasting extremely good presentation too. Reviewed Issue #01 Players 1-4 Graphics 09/Sound 08 Gameplay 08/Life span 09
Overall 08

#### MIDNIGHT CLUB

☐ Publisher: Rockstar ☐ Developer: Angel Studios Speedy urban racing game, boasting impressively huge NYC and London environments - but not much else. Reviewed Issue #01 Players 1-2 Graphics 05/Sound 06 Gameplay 04/Life span 04 Overall 05

#### **MOTO GP**

Publisher: SCEE Developer: Namco Touted as Gran Turismo on two wheels, Moto GP is a fantastic simulation of motorbike racing. Reviewed Issue #03 Players 1-2 Graphics 08/Sound 07 Gameplay 07/Life span 06 Overall 07

#### **NBA LIVE 2001**

Publisher: EA Sports Developer: EA Sports Solid and playable EA franchise. Won't convert non-believers though. Reviewed: Issue #05 Players 1-4 Graphics 07/Sound 07 Gameplay 04/Life span 05 Overall 06

#### **NHL 2001**

☐ Publisher: EA Sports
☐ Developer: EA Sports (Canada) EA Sports's perennial ice hockey licence has stepped up to the mark for its PS2 debut. Reviewed Issue #02 Players 1-2 Graphics 09/Sound 08 Gameplay 08/Life span 07
Overall 08

☐ Publisher: Rockstar ☐ Developer: **Bungie Software** PS2 has a new female hero at last. Pioneering new character animation in an enjoyable first-person romp. Reviewed Issue #05 Players 1 Graphics 07/Sound 08
Gameplay 07/Life span 07
Overall 07

ORPHEN

Publisher: Activision Developer: Shade Inc Disappointing anime inspired Japanese RPG, short on thrills. Reviewed Issue #01

Players 1 Graphics 04/Sound 03 Gameplay 05/Life span 03 Overall 04

**POOLMASTER** 

Publisher: Take 2 Developer: Ask Despite tidy ball physics the gameplay is dull and not as good as a pub visit. Reviewed Issue #02 Players 1-2 Graphics 04/Sound 06 Gameplay 06/Life span 04 Overall 05

**RAYMAN REVOLUTION** 

Publisher: Ubi Soft Developer: Ubi Soft Animation-quality graphics elevate this platformer above others of its kind. Reviewed Issue #02 Players 1-4 Graphics 09/Sound 07 Gameplay 08/Life span 08
Overall 08

**RC REVENGE PRO** 

□ Publisher: Acclaim
□ Developer: Acclaim (Cheltenham) Last-gen graphics, a sluggish frame rate and less than taxing gameplay. Reviewed Issue #02 Players 1-2 Graphics 02/Sound 03
Gameplay 03/Life span 03
Overall 03

READY 2 RUMBLE: ROUND 2

Publisher: Midway Developer: Midway Marvellous arcade-based comedy boxing game. Reviewed Issue #01 Players 1-2 Graphics 07/Sound 08
Gameplay 07/Life span 06
Overall 07

RIDGE RACER V

☐ Publisher: SCEE ☐ Developer: Namco Jagged edges, limited size and a general lack of originality scupper this PS2 launch title. Reviewed Issue #01 Players 1-2 Graphics 06/Sound 07 Gameplay 08/Life span 07
Overall 07

7 BLADES

☐ Publisher: **Konami** ☐ Developer: **KCEJ** Lacks the scale of DW2 featuring clumsy visuals and repetitive gameplay. Reviewed Issue #05 Players 1 Graphics 06/Sound 07 Gameplay 05/Life span 05

**SHADOW OF MEMORIES** 

☐ Publisher: **Konami**☐ Developer: **KCET** PS2's most filmic game yet will keep you hooked till its surprising climax. Reviewed Issue #05 Players 1 Graphics 07/Sound 08 Gameplay 08/Life span 09
Overall 08

SILENT SCOPE

☐ Publisher: Konami ☐ Developer: KCEO Slick but simple shooting gallery-style game, where you play a police sniper. Reviewed Issue #01 Players 1 Graphics 08/Sound 06 Gameplay 08/Life span 07 Overall 07

SILPHEED: THE LOST PLANET

☐ Publisher: Swing
☐ Developer: Treasure/GameArts Tedious top-scrolling shoot-'em-up with shocking slow-down. Reviewed Issue #03 Graphics 04/Sound 05 Gameplay 03/Life span 02 Overall 04

SKY SURFER

☐ Publisher: Virgin Interactive ☐ Developer: Idea Factory Jumping out of a plane on a surfboard attached to your legs might sound like fun but this game isn't. Reviewed Issue #04 Players 1
Graphics 05/Sound 04
Gameplay 02/Life span 02
Overall 03

**SMUGGLER'S RUN** 

☐ Publisher: Rockstar
☐ Developer: Angel Studios Impressively large free-roaming playing environments in this missionbased driving melee Reviewed Issue #01 Players 1-2 Graphics 08/Sound 08 Gameplay 06/Life span 07 Overall 07

SPACE ACE

☐ Publisher: Digital Leisure Developer: Cinematronics
This successor to Dragon's Lair hasn't exactly aged very well. Reviewed Issue #04 Plavers 1 Graphics 02/Sound 02 Gameplay 01/Life span 01
Overall 01

SSX StarPlayer

Publisher: EA Sports Big ☐ Developer: **EA Sports (Canada)**Brilliant high-speed snowboard game packed with crazy courses. Reviewed Issue #01 Players 1-2 Graphics 09/Sound 08 Gameplay 08/Life span 08
Overall 09

STREET FIGHTER EX3

☐ Publisher: Capcom Eurosoft☐ Developer: Arika Not much new on offer in SFs first PS2 fist-fight. ue #03 Players 1-4 Graphics 06/Sound 06 Gameplay 07/Life span 07 Overall 07

SUMMONER

☐ Publisher: THQ Developer: Volition Sprawling RPG epic. A truly original plot let down only by patchy graphics. Reviewed Issue #04 Players 1 Graphics 05/Sound 09 Gameplay 07/Life span 09

SUPER BUST-A-MOVE

☐ Publisher: Acclaim
☐ Developer: Taito Another update of a classic game, but a pointless one. Nothing new. a pointiess one. Nothir Reviewed Issue #02 Players 1-2 Graphics 07/Sound 04 Gameplay 05/Life span 02 Overall 05

**SWING AWAY GOLF** 

☐ Publisher: EA Sports
☐ Developer: T&E Soft Cutesy PSone golf sim let down by a sloppy PS2 conversion. Reviewed Issue #02 Players 1-4 Graphics 03/Sound 02 Gameplay 05/Life span 04
Overall 03

TEKKEN TAG TOURNAMENT

Publisher: SCEE Developer: Namco Fantastically playable and graphically spectacular beat-'em-up. Reviewed Issue #01 Graphics 09/Sound 08 Gameplay 08/Life span 07
Overall 08

TG DARE DEVIL

☐ Publisher: **Kemco** ☐ Developer: **Papaya Studios** Fun driving sim featuring Minis and Beetles racing round cities like Paris and London Reviewed Issue #02 Players 1-2 Graphics 05/Sound 05 Gameplay 05/Life span 04

THEME PARK WORLD

☐ Publisher: EA
☐ Developer: Bullfrog Whether you like the thrill of the roller coaster, or the feeling of being in total control, you'll love this God sim. Reviewed Issue #03 Graphics 07/Sound 08 Gameplay 08/Life span 06

Overall 07

TIMESPLITTERS StarPlayer

☐ Publisher: Eidos Developer: Free Radical Design Fast and frantic multiplayer first person shooter. One of the best 'Shoot your buddies' game on PS2. Reviewed Issue #01 Graphics 09/Sound 09
Gameplay 08/Life span 09
Overall 09

**UNREAL TOURNAMENT** 

☐ Publisher: Infogrames
☐ Developer: Epic Games The only PS2 game to currently offer a challenge to TimeSplitters. Gory, overthe-top immensely playable first person shooter. Reviewed Issue #04 Players 1-4 Graphics 06/Sound 09 Gameplay 08/Life span 07 Overall 08

**WDL: THUNDER TANKS** 

□ Publisher: 3D0
□ Developer: 3D0 Not the greatest single-player game but an absolute romp in four-player Deathmatch mode. Reviewed Issue #05 Players 1-4 Graphics 08/Sound 05 Gameplay 08/Life span 07 Overall 07

WILD WILD RACING

□ Publisher: Rage
□ Developer: Rage Off-road buggy racing game with merely acceptable looks, and initially discouraging handling. Stick with it though, and it gets much more satisfying and strangely addictive. Reviewed Issue #01 Players 1-2 Graphics 06/Sound 05 Gameplay 06/Life span 07
Overall 06

X-SQUAD

Publisher: EA Developer: EA/Square First-person stealth/shooter featuring a distinct lack of attention to detail. You play one part of a futuristic A-Team on a mission to save the world. Enjoyable enough but never inspiring. Reviewed Issue #02 Graphics 05/Sound 06 Gameplay 05/Life span 06
Overall 05



adder

This month's bizarro scale of beauty, veined with sexy appeal and a slightly worrying pointy chin obsession.



1. SELENE STRIKE
[READY 2 RUMBLE: ROUND 2]
Still looks a bit like Cox woman off of Friends, but with added cheerleader appeal. It's the Barble that hits back!
PS2 appearances: R2R: R2 is on sale now.

5. ELISE

Orange of face and stacked of heel, the ginger minger is currently singing kareoke in Roppongi's finest cafés.

PS2 appearances: The Bouncer is coming soon.



3. KONOKO So, hands up who voted in last issue's Search For A Star

hunt for the real Konoko? No? Get writing now! **PS2 appearances:** Oni is ready to played now



4. NATSUMA ARISAKI (SWING AWAY GOLF) Why so sad, nice Japanese lady? Has your eagle turned into an birdie and flown away? It has? Bless. PS2 appearances: Swing Away Golf is on sale now.

Just a quick note to say Sefton is off snowboarding as I type and Else should watch her back. **PS2 appearances:** SSX is on sale now

6. OYURI



What a lovely flower. What a lovely face. What a bloody great sword she'll stab you with if you don't vote for her. **PS2 appearances:** 7 *Blades* is on sale now. 7. KASUMI

The only surprise is that the entire Ladder isn't made up from the cast of DOA2. Play the demo and you'll see...

PS2 appearances: DOA2 is on sale now.

STREET FIGHTER EX3 Stern of face and lethal of dropkick, Chun-Li is the hardest 2D character this side of PaRappa. Actually.. **PS2 appearances:** SFEX3 is on sale now.

9. LARA CROFT (TOMB RAIDER: NEXT GENERATION)

We can only refer you lovely readers back to this issue's interview with Jeremy Heath-Smith. Exactly.

PS2 appearances: Coming to the PS2 in winter 2001.

10. JUN KAZAMA
[TEKKEN TAG TOURNAMENT]
Well, you'd look like that if your son could turn purple
and sprout Devil wings out of his back. Hmm, pouty...
PS2 appearances: TTT is on sale now.

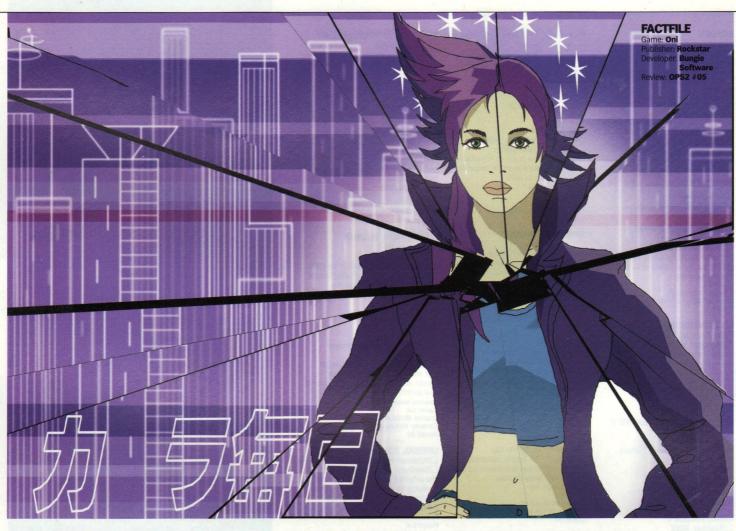
Bubbling under: Cammy [Street Fighter], Dana [Shadow of Memories], Sun Shang Sian (Dynasty Warriors 2), Julie (Swing Away Golf), Ai Fukami [Ridge Racer V], Rochelle Rincon (Surfing H<sub>3</sub>0).

NOMINATE A CHARACTER FOR LADDER OF LUST!

Send your suggestions for the ladies, lads and, yes, pies who in your opinion deserve to rise up the ladder, to: Ladder Of Lust, Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW or email us at PS2@futurenet.co.uk

## **GAMEOVER**

The best PS2 games/The best end sequences/The best illustrators



#Z5 Oni

Illustrator Lee Woodgate captures the bittersweet climax to Konoko's one-woman war against The Man...

#### WHAT? So, what's all this about then?

about then?

Scores of corpses,
many screaming
cannons, a few
cowering citizens,
several doublecrosses, a clutch of
laser traps and one
dream sequence later,
our rookle cop,
Konoko, heroine of
Oni and Tech Crimes
Task Force operative is
alive and triumphant.
But her victory is a
mixed one and this is
reflected in an end
movie that sees a
thoughtful Konoko
wandering through the
rubble of a devastated
city.



#### HOW?

So what exactly is going on here then? What do you have to do to see Konoko staring dramatically into a broken mirror?

The best way is to Indulge in a prolonged campaign of Syndicate goon nobbling across a futuristic city combined with some well spaced revelations about your own identity. Followed by a spell as a fugitive hell bent on bloody revenge, a spot of skinny dipping in nuclear acid and a spectacular goon-offing showdown on the brink of chaos. In other words, you're gonna have to complete all the missions – or just wait for Fitz's cheats...

#### WHY?

This month drooling Konoko-phile and HardCore Honcho, Mr Fitz explains why *Oni* makes it into the GameOver Hall of Fame.

"Oni is one of those games that just burrows into your brain and knits itself into every waking hour for days after you finish. The action is superb, the manga-style animation is superb but it's that story that won't leave you be.

"This final movie is made by the people behind the wonderful Akira and is a perfect, stylish way to tie up all the loose ends with just enough of a 'to be continued' vibe to keep you hoping for the future"

#### WHO?

This month's GameOver illustrator is Lee Woodgate who's favourite game is currently TimeSplitters.

"I thought I'd depict the scene with Konoko looking at her reflection in a shattered mirror as it was a classic cheesy Freudian image. I just love the *depth* those game designers try to achieve!

"My favourite game on my spanking new PS2 is by far and away Free Radical Design's *TimeSplitters*. You just can't beat it for a few hours of top notch zombiebattering action."

#### YOUR GO!

If you think you've reached a better end sequence, write to us and tell us what it is, how you got there and why you think it's so great. Prizes on offer for the ones that we feature on this page include a framed print of the final artwork. Write to us at: GameOver, Official PlayStation 2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Email PS2@futurenet.co.uk



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Oni





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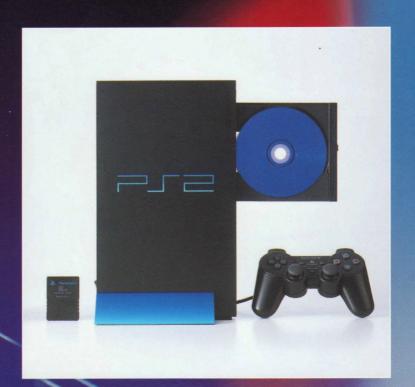
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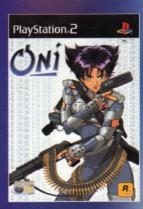
## NOW IN STOCK



ZONE OF THE ENDERS



SHADOW OF MEMORIES



UNI



STAR WARS STARFIGHTER

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